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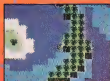
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## SUPER STRATEGY

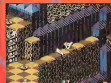
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## EDITOR'S NOTES

So you missed our coverage of Bart vs. the *Space Mutants*, and you've been crying yourself to sleep over it for months. And your dog ripped up the vital third page of your *StarTropics* guide, and you've been stuck ever since. Or maybe you're waiting to see the 16-bit games before you buy a Super NES machine. Have no fear! Our encyclopedia is here!

This fourth volume of the *Game Player's Encyclopedia* contains the hottest games of 1991: *Dick Tracy*, *Double Dragon III*, *Marion Mansion*, *Manic Panic*, *NES Play-Action Football*, and *Solstice*. We've got the hints, the pictures, and the secrets to help you beat these games—and dozens more. For Super NES players, we've got the scoop on the first 18 games released for the 16-bit machine, as well as reviews and strategy for *Final Fight* and *Ultimania*.

Nintendo's still on top, despite attempts to displace it from the peak of the videogame mountain. But the NES may be facing its toughest battle from within its own ranks: the Super NES 16-bit machine, with its amazing graphic and memory capabilities, went on sale in September. The next year should be an exciting one—and the *Game Player's Strategy Guide* to Nintendo Games and the *Game Player's Encyclopedia* will be on hand to give you all the news. Watch for us!

Leslie Mizell  
Associate Editor

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NINTENDO GAME  
of the MONTH

THE SACRED  
STONES

# DOUBLE DRAGON III

Richard Lashley

Academy Entertainment, 71 Audrey  
Avenue, Oyster Bay, NY 11771



**T**he brothers Billy and Jimmy Lee have fought countless battles defending their beautiful friend Marion against various enemies. The hapless Marion has been hunted down by huge mutant killers, nunchuck-toting ninjas, and even helicopter gunships. For the Lees, protecting Marion has become a full-time job.

In the original *Double Dragon*, the Lee brothers freed Marion when she was kidnapped by the Black Shadow Warriors. Obviously, the Warriors weren't counting on the two-fisted cavalry that came to her rescue.

In the much-awaited sequel, *Double Dragon II*, Marion was the target of the Supreme Black Shadow Sensei's ninja assassins. The Lee brothers interceded again and completely humiliated the maniacal Shadow empire. The Lees' savage ven-

geance ended the attacks on Marion and the Shadow Boss's deranged plot to conquer the world.

But just when Marion thinks it's safe to go back outside, trouble strikes. In *Double Dragon II: The Sacred Stones*, Billy and Jimmy grab their nunchucks one more time for yet another rescue of their trouble-prone friend.

Join the Lee brothers in bruising tests of strength as they pursue a quest for five sacred stones that lead to Marion. Five levels of action begin in the back-stabbing alleyways of America and conclude in a final showdown among the sand-blown pyramids of Egypt.

As in *Double Dragon II*, you can either play the game alone or with a friend. The two-player mode is much easier, because you can defend each other against the swarms of enemies that attack you.



Billy unspooled "Jimmy" on this preliminary screen and Jimmy Lee are once again called into action to rescue their friend Marion.



Billy and Jimmy must travel all over the world in search of five sacred stones that lead to Marion's location. The quest begins in the United States.



But first you must fight a few goons. To flip an opponent push the directional pad left or right while repeatedly pressing the A and B buttons.

In stage 1-1, you discover a wounded comrade (lower left) who has information about your quest.



After consulting with your dying friend, sprint to the door and start kicking. A horde of enemies comes crashing in, but they're easily defeated if you simply stay out and kick.



Bottle-swinging punks appear in stage 2-2. When they run toward you, sidestep their attacks, then kick.



Billy and Jimmy have learned never to bunch together in a street fight. Spread out, then divide and conquer.





In stage 1-2, move one brother to the right side of the screen while the other follows behind. With this strategy, most of your enemies won't even make it on-screen, because the lead man's tail strikes take them out. Be careful, though—if the rear man moves forward before all the thugs are gone, more will appear.



When you exit the elevator onto this second-story ledge, repeat the strategy you used in stage 1-2. Rush one brother all the way to the right to spearhead the attack, while holding the second brother back to anchor the rear.



Good technique is essential in Double Dragon III, as Jimmy proves with the awesome force of his cyclonic kick (toggle the A and B buttons.) Polish this move early in the game.



When the last enemy is eliminated in stage 1-3, immediately switch to the menu screen and arm yourself with nunchucks. The stage boss is highly sensitive to their tooth-jarring blows.



It takes six hits with the nunchucks to defeat this boss, but each brother can strike with the nunchucks only five times. Finishing him off requires teamwork.



Hruko (top right) guides the brothers throughout the game, revealing the locations of the five sacred stones. But it's up to you to defeat all the enemies you encounter.



In stage 2-1, the Lees journey to China. Watch out for the opponents in green pants—their side kicks are deadly. Sidestep them and attack.



Repeat the strategy of using one brother to attack all the way to the right while the other guards the rear. Most enemies will never make it onto the screen.



The brothers' opponents often carry knives and bottles. In this case, an enemy has conveniently dropped a sai sword at Billy's feet. Push A or B to pick up the sword, then press B to use it.





Many people would love to visit the Great Wall of China, but Billy and Jimmy don't have time to admire the scenery.



This cozy room in stage 2-2 is bathed in the flickering light of a fireplace. Things quickly get hot, though. Stand by the door and start kicking the battle-singing creeps who are about to pay a visit.



The less potent cyclops kick works wonders in tight locations like this doorway.



The boss of stage 2-2, Iron Claw master Chin Seimei, is much more powerful than Billy and Jimmy. But technique and speed can win this contest. Use the cyclone kick, then move out of Chin's way.



Some shokunas in Double Dragon II follow ancient Chinese codes of honor and duty. For instance, Chin and some of the later bosses — owed by your martial-arts prowess — eventually join your quest.



In stage 3-1, you'll journey into the mystic mountains of Japan. The second stone is hidden deep inside a Buddhist temple on a mountaintop.



These ninjas will really test your skills. They have an incredible talent for jumping, and they deliver powerful blows with their fists, shuriken, and katana swords.



Time your cyclone kicks so the ninjas will charge right into your feet.





Your skill and courage have served you well. Enter the temple and be ready for anything.



Sunji stalks ram up through the temple floors in stage 3-2. Use the midair "somer-assault" to get through this area, staying in the air as much as possible.



A horrible death awaits if your agility falters. When you land on a sunji stake, your life energy is rapidly drained away — and it hurts, too.



You also have to dodge shuriken in stage 3-2. Use the cyclone kick or the midair somer-assault to get out of the way.



Always watch out for attacks from the rear. If an opponent runs off the screen behind you, brace yourself for a sneak attack — he'll be back.



After the dust settles, climb to stage 3-3 on a ladder that mysteriously drops from the ceiling.



In this stage 3-3 brawl, use the same strategy that worked in stage 1-1 — stand by the door and cyclone-kick the enemies as they enter. The pace is faster here, so some enemies might get by. Jimmy waits to the left to manhandle them while guarding the rear.



Yagyu Rorikku, the boss of stage 3, is a mighty ninja. Switch to the menu screen and select Chin for this battle. His immense strength is a valuable resource.





Stay away from Ranzou and make him come to you. Then attack with Chin's iron claw and head-butt. Chin's irresistible charm will eventually convince Ranzou to join your ranks as well.



These mutant warriors pose a constant threat throughout your mission. And the closer you get to Morion, the tougher they get.



Stage 4 finds you in sunny Italy. But you're not here to sightsee. A heated battle in the shadow of the Roman Colosseum gives you another chance to perfect your moves.



Move to the far edge of these steps before jumping. Otherwise, you'll leap to your death.



Use the  $\Delta$  button to pick up and throw weapons dropped by your enemies. Hurling knives at opponents is a good way to escape a sticky situation.



At the bottom of the steps is the entrance to stage 4-2. This is one place you can rest — no one guards the doorway.



The stage 4 boss is quick to strike the first blow. His speed and strength make it critical to keep him off balance. Luckily, Ranzou's ninja blade will slice-and-dice him like a Cuisinart. Although this boss won't join your band, you still must defeat him to continue your rescue mission.



An ancient gallery of Hellenic heroes lines the corridors of stage 4-2. Here you'll face the same enemies you defeated in earlier stages — except they're a lot tougher. Chin and Ranzou are powerful assets in the final stages.



The ancient deserts of Egypt form the backdrop in stage 5. It's tricky climbing on these monuments polished smooth by centuries of sandstorms. The sweeping blows of Ranzou's ninja blade clear the path ahead while Chin guards the rear.





The Lee brothers and Ranzou can easily leap these spans.



The sandy base of this monument looks shaky, but leap down anyway and strike out to the left. Enemies guarding the entrance to stage 5-2 are headed your way, and they're no mirages.



The doorway in this pyramid isn't just an entrance to another stage or room—it takes you to another world where mummies walk among the living, and ancient Egyptian curses and spirits abound. Enter, if you dare.



Inside the pyramid, a bed of nails awaits corollary explorers. Use Ranzou's ninja blade to defeat the guards, then jump over the gap in the floor.



Everyone on your team must leap onto this elevator platform at the same time. If someone gets left behind, he'll be lost forever in this spooky Egyptian tomb.



Jump onto the first ledge you see. The stone platform will plummet to the bottom of the shaft after reaching the top.



In the musty burial chamber of stage 5-2, you battle more of the Italian enemies encountered in stage 4. In this pitched battle, Chin keeps his cool and smokes his cigar.



You must defeat three mummies before facing the final boss. These guys have been saving up their energy for thousands of years and are difficult to overcome. If you want to make it out of this tomb alive, you'd better use all four of your troops.





# ROBIN HOOD

## PRINCE OF THIEVES

### From Movie Screen To NES

**Richard Lashley**

*The legend of Robin Hood has been the inspiration for books, movies — and now for a videogame. In Arcadia's action adventure, Robin Hood: Prince of Thieves, you don Robin's medieval togs and assume his philosophy of robbing the rich to give to the poor.*

*With King Richard away fighting in the Crusades, the law of England has fallen into the hands of his less capable brother, John. The temporary monarch and the corrupt Sheriff of Nottingham are ruling like tyrants, using terror to enforce outrageous laws and unfair taxes throughout England.*

*However, one man who refuses to be daunted is Robin Hood of Locksley. Famous for his skill with a longbow, Robin leads a group of clever bandits in a constant hit-and-run assault on the king's and sheriff's attempts to control the country.*



Now you can take the part of the gallant archer. Here's the scene: The clinking of chain mail and the clomping of horses' hooves announce the arrival of the tax collector and his armed escorts. Throughout the land, he extorts money in the name of the king from the hapless peasants. As the oppressors ride through the forest, an arrow streaks through the air—*thunk*—and the first soldier topples to the ground. A hail of arrows now falls from the trees onto the panicking convoy. Robin Hood and his Merry Men have struck again. To the cheers of the villagers, Robin emerges from Sherwood Forest with their "tax returns."



Trapped in an Arabian prison, you need all the help you can get. Listen to Azeem—he knows much about many things. With his advice, you should be able to escape and reach England.



After you defeat the torture expert in the Arabian prison, you find a secret passage in the southeast corner.



Pressing the Select button opens the menu screen, where you're able to choose the player avatar. Now you can examine the items you've collected and distribute them among Robin and his fellow fugitives.



Azeem has a sixth sense about where the Sheriff of Nottingham's troops are located. It's always wise to listen to him.



By the time you reach the shores of England, Peter has died and left you a ring to the Maid Marian. There's no time for tears—Guy of Gisborne and his soldiers ambush you in Sherwood Forest. Special items, including a longbow, await the victor.



It's as important to be on your guard in this videogame as it is in the story of Robin Hood. *Prince of Thieves* includes just enough action to coax arcade fans through its tough mazes, while role-playing fans will probably enjoy the mental challenge. The game consists of a series of mini-quests, each one of which must be completed before you continue to the next objective. You must save England from ruin, rescue the beautiful Maid Marion, avenge the death of your father—and stay alive, which may be the toughest challenge of them all.

Your adventure, which roughly follows the action in Warner Brothers's recently released movie of the same name, begins in the gloom of an Arabian prison. From there, it winds through complex scenes rendered in dynamic graphics. Like the best role-playing games, *Prince of Thieves* isn't linear. You can choose from many paths as you explore the colorful, often deadly, mazes. The people you bump into might offer information, try to kill you, or ask to join your group. But you never know which option they'll choose.



The Sheriff of Nottingham has sacked Locksley Castle, leaving Robin's father nailed to the front door. But Duncan, Robin's faithful servant, is hiding in the back of the castle—and he's got the Medallion of Locksley.



Explore outside the crumbled ruins of the castle to find some crucial items. Behind one of these briery shrubs, for example, you can uncover a life potion that fully restores your health.



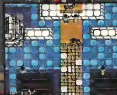
From the player screen, wrap the Medallion of Locksley around Robin's neck, before you reach the Castle of Buxley. That medallion gets you past this guard and into the castle, where Maid Marion is hiding from the sheriff.



When Marion receives Peter's ring, she gives you helpful information—and she also offers saddles and horses so your band can escape the guards storming the castle.



Little John is a valuable asset—once you defeat him, Taboot John, stand by the roots of his fallen tree and slash his shins.



Nobody said being Robin Hood was easy. Your duties include rescuing Maid Marion from unholly matrimony with the sinister baron.



Keep an eye on the map indicator to the left. It's easy to get lost in the forest, where about 80 percent of the action takes place. And if you get lost, you risk losing valuable life points.

But whether you're in the forest or some other area, you must search for specific items. *Obtaining* the objects isn't half as hard as figuring out which members of your band should receive them. For example, when you approach the Castle of DuBois where Maid Marion is hiding, don't be so quick to string arrows and draw swords to get inside. The guard at the front gate lets you by without a fight — but only if Robin Hood is wearing his Medallion of Locksley. You must also be careful to distribute the items evenly, especially near the end of the game.



Robin's enemies aren't all sheriffs and tax collectors — some are wild boars. After you get rid of these crazed pigs, go into that cave and grab the powerful Locksley bow. But be careful: A nightmarish surprise lurks inside the cave.



To keep the local peasants on your side, protect their villages from the attacks of the sheriff's thugs. If you win, there's a lot of booty to be collected from the fallen soldiers. Search for special items in the huts, too.



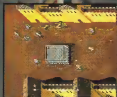
This unfortunate woodsman got lost in the Sherwood Forest and died. You may be tempted to go down the well beside him, but its damp darkness conceals an evil witch, Morlianna, and her skeleton warrior. And your weapons can't hurt them.



After the village brawl, you fight the baron for the final time. Trap him in the left corner, then slash his knees when he leaps at you.



There's a small country chapel just south of your camp where Maid Marion waits for you. She gives you a Duld Dagger that can deliver blows even Morlianna's magic can't repel.



By mistake, Duncan leads a band of vicious Celts back to the Sherwood hideout, and ten of your men are captured and sentenced to hang. It's Robin to the rescue! This battle around the gallows continues through the front gate of the sheriff's castle.



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You equip your characters with charms, weapons, or potions from the menu screen. Don't give a big % to Little John—he carries the staff. Friar Tuck can carry the most weight, so give him the life potions. Work on raising your characters' load capacity and hit points. To tailor a character for certain situations, you can switch items from one character's inventory to another's.

*Robin Hood: Prince of Thieves* lets you enjoy both role-playing and arcade-style game play. Colorful graphics and a complex plot combine effectively in a game that whisks you back to a romantic era.



There are many secret rooms inside the castle. And in a lot of those rooms, you'll find life potions that come in handy as you push forth into the stone fortress.

To reach the final battle with the sheriff, you must get past Mortionna and her skeleton warrior. Drink some life potion, then use your Druid Dagger to bash the sock of bones. Mortionna is next, but without her demented pet, she's no problem for you.



You and your arch-enemy, the Sheriff of Nottingham, hurl the lost insults and square off with drawn swords. This battle quickly becomes the most intense ever. The fate of England shifts with each clash of your swords.



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CA 92714

## PRINCE OF THIEVES

### Steals Summer Audiences



He's been played by everyone from Errol Flynn to Daffy Duck. Now Kevin Costner takes up Robin Hood's bow in Warner Brothers' *Robin Hood: Prince of Thieves*.

When the film opened last June, critics had mixed opinions about Costner's portrayal. His earlier roles in such films as *Bull Durham*, *Field of Dreams*, and *Dances with Wolves* didn't require the intensity Robin needs to lead a ragtag bunch of woodsmen. Without a take-charge attitude, Costner misses the mark. But Costner has taken the bad reviews in stride and is currently filming director Oliver Stone's *JFK*.

With the exception of Costner's performance, however, *Prince of Thieves* drew acclaim. The supporting cast was excellent, the set elaborate and imaginative, the action fierce and involving.

Heading up the supporting cast was Morgan Freeman, who played the Turkish Moor Azeem. Freeman, who is known to two generations of kids as Easy Reader on "The Electric Company," is an accomplished stage and movie actor. Most recently, he was nominated for an Oscar for his role in *Driving Miss Daisy*.

The character of Azeem is new to the Robin Hood legend, but adds an interesting touch to the movie. Although many of Robin Hood's men look down on Azeem because he doesn't believe in God, Azeem has scientific knowledge beyond their own. For example, his telescope mystifies them all, and he saves the life of Little John's son with his knowledge of childbirth.

Mary Elizabeth Mastrantonio has been called a Maid Marian for the 1990s. Typically, the only female in the male-oriented Robin Hood tales has been portrayed as weak and in need of protection. But the very first time she appears in *Prince of Thieves*, Maid Marian attacks Robin and almost beats him in a sword fight.



Robin and Azeem (Morgan Freeman) have an interesting relationship—Robin once saved Azeem's life, and now the Moor must stay with Robin until the favor can be returned.





was already in London working on a British television production, and she simply got a telephone call offering her the role.

Never has the Sheriff of Nottingham been played so campily as by Alan Rickman. This English actor began his career on the stage, but has found time to appear as such movie characters as a German terrorist in *Die Hard*, an eccentric artist in *The January Man*, and a ghost in the recently released *Truly, Madly, Deeply*.

Rickman's sheriff is evil, but his wickedness is played in such a broad way ("No more merciful beheadings!" he shrieks. "And call off Christmas!") that he's not at all scary. In

fact, Rickman's part was cut down in the final edit of the film — and many say it was because the studio was afraid that Rickman would steal the movie from Costner. A subplot involving the identity of the sheriff's parents is now missing from *Prince of Thieves*.

Christian Slater may be young,



the tie between Robin and Will Scarlett (Christian Slater) is explained in one of the movie's most climactic scenes.

actor, but Slater definitely has the same intensity as Nicholson. In *Prince of Thieves*, he plays Will Scarlett, a character who's initially resentful of Robin Hood, but who joins the fight when a secret tie between the two of them is explained.

All the production values in *Prince of Thieves* are striking, but one of the most memorable images comes when Robin shoots an arrow that splits another arrow down the middle. Surprisingly, that shot wasn't originally planned for the movie. An agency was hired last year to put together an advertisement to spark interest in the movie, but at the time, little of the film had been shot. So the agency came up with the split-arrow idea, built a large-scale model, mounted a camera on the arrow, and shot the footage. In the end, the advertisement proved so popular that the footage was added to the final film.

Because of the cast, sets, images, and 800-year-old legend, *Prince of Thieves* was one of the top films of the summer. It's sure to do just as well when the video is released in the next few months.

The Sheriff of Nottingham (Alan Rickman) finally gets his hands on Marian (Mary Elizabeth Mastrantonio) in the final scenes of the movie. Don't worry — it's Robin to the rescue!



Mastrantonio has made a career out of playing strong women, in films such as *The Color of Money*, *The January Man*, *The Abyss*, and *Class Action*. Interestingly enough, she won the part of Mand Marian quite by accident. The actress originally hired for the part had to drop out just as shooting was beginning in England. Mastrantonio

but he has more film credits than many actors twice his age. He's played a wide variety of characters in movies ranging from *The Legend of Billy Jean* to *Heathers* to *Pump Up the Volume* to the recently released *Mobsters*.

He says he's tired of being called "the young Jack Nicholson," because of his resemblance to that acclaimed

GP



# NINTENDO GAME OF THE MONTH

Jeff Lundrigan

Indiana Jones, professor of archeology, was taking a break from his classes when a strange package, apparently from his father, arrived in the mail. Indy hadn't seen his dad for some years, and getting a package from the elder Dr. Jones was more than a little unusual.

Things got even more unusual when Indy opened the package. Inside was Dad's Grail diary, a record of every scrap of information his father had collected in his lifelong search for the Holy Grail. Moments later, Indy received word that his dad had in fact been taken prisoner by the Nazis. Indy then realized that his father had sent him the diary for safekeeping.

Indy dropped everything, including his own personal quest to recover the fabled Cross of Coronado, and left for Castle Branwald to rescue his dad.

*Indiana Jones and the Last Crusade* is closely patterned after the events of the hit movie. A unique feature of the game, however, is that you can play through the events in any order — you can even go straight for the Grail if you want to. You're better off doing a few things first though, like rescuing Dad and going to Venice for some important clues.

*Indiana Jones* combines this unique approach with challenging game play. Excellent graphics and smooth, no-flicker animation top off this genuinely interesting and worthwhile gaming experience.



Taito, 390 Holbrook Drive, Wheeling, IL 60090.

and the

# INDIANA JONES

## LAST CRUSADE





Indy takes a break from teaching archeology to discover a mysterious package. If this is Dad's diary, what happened to Dad? Better go to Venice and find out.



In Venice, Indy finds the first piece of the puzzle — on ancient parchment with a picture of the Groll, but the picture has been damaged by the passage of time.



Solving the Groll puzzle is exactly like solving a child's tile puzzle. The earlier in the game you go to Venice, the easier the puzzle. If you go there first, you can solve it in 12 moves.



Next, recover the Cross of Caranada and fulfill Indy's personal quest. Indy's whip has the advantage of killing enemies with one blow, but it only works at a very specific range.



Another good technique is to get an enemy to chase you by running away, then do a flying kick against the wall — you'll bounce, spin around, and knock the enemy flat.





# INDIANA JONES

and the  
LAST CRUSADE



All you have to do is beat up a few soldiers, kill the ship's captain, and finally, after a 20-year search, Indy has recovered the Cross of Coronado!



Once you've obtained the cross, Indy will jump ship — and it's a good thing he does, too.



First, the good news: Salah found out where Indy's dad is. Now the bad news: He's being held by the Nazis in the castle Brunwald.



The castle is a maze, but it's not that large, and each level has a different marker on the wall — so be systematic in your search. Any ticks you used to fight the soldiers will work against the guards as well.



You're looking for this room. Sit on the chair and it will reveal a passage through the fireplace.



Julius: What are you doing here? It's good to see you.

Dad is being held in a secret room behind the fireplace. Once you've found him, getting out of the castle is automatic.







In the desert at Iskenderun, Marcus is also being held by the Nazis — inside a tank. If Indy's knocked off the treads, he gets right back on, but it will cost you a life.



The soldiers will come out of the tank one at a time, and they always hop off the left side of the turret. Stand just to the right and hit them with a flying kick as they land on the treads.



Good heavens, Indy! If you hadn't pulled me from that tank I can't imagine...

Once all the soldiers in the tank have been defeated, Marcus will come out and hop off the back of the tank. He's glad to be rescued, but you've still got work to do.



If you fall during any stage, you'll lose Dad's diary and you'll have to go to Berlin. Getting the diary is easy, but escaping with it is probably the most difficult part of the game.



The road from Berlin is littered with dangerous obstacles. These roadblocks can be easily leaped over, but watch out for the machine guns! They fire down the middle and sides of the road.



The road forks eight times. One path usually leads to a chasm that must be jumped; the other leads to the same chasm but has no place to land on the other side — certain doom. The safe paths are (in order): left, right, right, right, left, right, right, left.





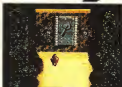


# INDIANA JONES

and the  
LAST CRUSADE



The road occasionally starts to zigzag, with gun barrels on the zags. If you slow down for the curves, they're likely to blast you, so run the zigzag at top speed and jump over them.



Toward the end of the slope, you'll find tanks parked in the road, flanked by a pair of machine guns. They're easy to jump though, and their fire pattern is the same as a roadblock's.



Made it! Now you've got Dad's diary again — time to go after the Grot.



The Grot lies deep in the heart of a hidden temple, guarded by three deadly challenges.



This is why Dad's diary is so important: It shows the safe path across the "Footsteps of God," and also gives the proper symbol for the "Leap from the Lion's Head."



The only catch to the Footsteps of God is that you have to be quick — if your torch burns out, you'll be in total darkness. When it's dark, you might still make it, if you're really lucky.







Leap from file to file and spell "Jehovah" (which starts with a J, not an I as in the film) — if you target how to spell, you'll go right through the floor and the game will be over.



The Leap from the Lion's Head is a leap of faith. Stand on the file with the same symbol as in Dad's diary and jump. If you don't have Dad's diary, pick a file and hope it's the right one.



Welcome, brave knight.  
To prove thy worth, thou  
must choose wisely...

Assuming you survive, you'll be met by the knight who guards the Grail, and he'll present you with the final challenge — choosing the right Grail.



Here's where the sketch you got in Venice is handy — it shows the shape of the Grail. If the sketch is only partial, you can try to remember details from the original puzzle.



The Grail's shape depends on four things: the bowl (round or V-shaped), the handles (curved or S-shaped), the lip (fluted or smooth), and the base (which comes in three different styles).



You are truly worthy  
of the Holy Grail!  
You have displayed  
wisdom, bravery,  
integrity, and honor.

Choose the right Grail, and you'll be hailed as a hero and become part of the Grail legend. Choose poorly, and you'll be dust on the floor.



# REVIEW

SUPER NES

Gary Meredith

## Ultraman

Born of the Japanese fondness for monster movies such as *Godzilla* and *Rodan*, Ultraman was the ultimate warrior. Transformed by his power crystal into a towering giant capable of hypersonic flight, Ultraman was ready to combat the nearly endless parade of monsters that seemed to plague Japan in the 1960s. There aren't many baby boomers who haven't thrilled (or laughed) at the exploits of Ultraman and his buddies, the Science Patrol.

In the Super NES version of *Ultraman*, the Science Patrol is gone, but the monsters are still there—and so is mighty Ultraman. This is the simplest of games — there are no puzzles to solve, storylines to follow, or items to acquire. You just stand toe-to-toe (or toe-to-claw) with each monster and go at it. The monsters respond differently to your different weapons and moves, so there's some experimentation involved. But in the end, the victor is the one who lands the most blows.



By tapping the power of the Delta Plasma Pendant, ordinary Jack Shindo is transformed into Ultraman — but for only three minutes at a time.



Guda, like the virus that created him, is one tough customer. Unfortunately, he's also the first monster on your list.



Ultraman's most effective weapon (aside from his plasma weapon) is his ultra-high jumpkick. When in doubt, the kick should be to your first choice.



A beetle enemy must still be finished off with a blast of Burning Plasma. Normally, you use the blast only at the end of a stage because it dramatically drains your energy.



Don't try any body slams with Bogun — getting too close to him can be fatal. Use spin-kicks and ultra-high jump-kicks instead.





Degole rolls up like an armadillo, then attacks. Protect yourself with the Ultra Shield and let Degole roll right into your kick or arrow-beam.



Barrangas's breath is a deadly gas, so an ultra-high jump-kick serves two purposes: It's not only an effective weapon, but it keeps you away from the gas as well.



Gudie II is tougher than his predecessor, but he does leave himself open to attack when he charges his prey. Try the knuckle- or magnum-shooter.



Although you can run away from most of the other monsters to buytime while building your energy, that tactic doesn't work with Zebokon. Attack him head-on.



Although a boss of one of the later stages, Kodolar is relatively easy to defeat. Use ultra-high jump-kicks to avoid his low-trajectory laser.



Majaba's lasers are easy to duck, but you won't find a quicker monster anywhere. Anticipating his move is key to victory.



Kilezas, perhaps the toughest monster, packs two front lasers. Don't try a frontal assault, watch your landings, and use the Burning Plasma to soften him up.

Unfortunately, Bandai replaced the original (and wonderfully tacky) "Ultraman" theme with something closer to a classical tune. That's a shame — with so many arcade games competing in the market place, nostalgia was the one thing Ultraman had on its side. But game, with good graphics and smooth game play.



**N**ow that the 16-bit Super Nintendo is available in stores across the country, game developers are rushing to produce new titles for the system. Of course, it takes a while to move a game from the planning stages to your local videogame store. And as it did with the eight-bit system, Nintendo will review each new game, approving only those it thinks are ready. So although dozens of games are in the works, only eighteen are expected to be released by the Christmas of 1991: six from Nintendo

# SUPER NES

# THE FIRST WAVE

Jeff Lundgren

and twelve from other licensees.

This "First Wave" of Super NES includes everything from arcade-style shooters to intricate role-playing adventures. So to help you decide which games might be best for you, we've put together some brief reviews and plenty of screen shots of all eighteen games.

As this issue went to press, Nintendo hadn't officially announced which of the many games planned would be included in the First Wave. As a result, a few of the titles we mention might not make it to the stores until early 1992.

## Super Mario World

Mario is back, and he's busier than ever. You've got to hand it to the designers at Nintendo — the Mario Bros series of games just keeps getting better and better.

At first glance you're liable to be fooled. Super Mario World is more color-

ful than the other eight-bit games, and the graphics are snappier. But it doesn't look all that different. A lot of this is probably a deliberate attempt by Nintendo to remain faithful to the look and feel of the past three Mario adventures. As you play Super Mario World, though, the real wonder starts to sink in.

The game seems to have been designed to take advantage of nearly

everything the Super NES is capable of doing. The result is super-slick play control, super-smooth animation, and enough hidden bonus worlds and warp zones to keep you busy for ages. You'll play this one again and again.



Nintendo



## F-Zero

We'll probably see a lot of racing games for the Super NES. The machine's built-in scaling and rotation make it relatively easy to design a game where the scenery just zips by.

And as racing games go, *F-Zero* is pretty exciting. There's not a lot to it, but that's a plus, not a minus. Stripped to its essentials, the game is all reflexes and speed.

Choose from four different futuristic hovercars, then hit the circuit. The tracks are wicked, curving things scattered with ramps and mines. Your opponents are underhanded, and the pace is awfully fast. Even if you don't especially like



racing games, *F-Zero* will hold your attention.

Nintendo



*Plotwings* makes excellent use of Super NES scaling and rotation — it's nothing short of breathtaking, and one of the best-looking games we've seen so far. Basically, you are an aspiring pilot, learning to fly everything from biplanes to hang glid-



ers. Although its third-person perspective and limited maneuvers keep *Plotwings* from being a true flight simulator, it comes pretty close.

Look elsewhere for breakneck action. The pace here is

## Plotwings

a little more laid back, requiring steady control and fine-tuned skills rather than quick reactions.

You get to pilot all kinds of aircraft, but the game's lasting appeal lies in the unexpected: if you're good you'll land in a bonus stage, where you get a chance to handle off-the-wall craft like a birdman suit, an albatross, and even a sky diving penguin!

Nintendo

## Super Play Action Football

Another "super" version of a popular NES game, *Super Play Action Football* lets you choose from 28 professional teams, plus a few from the college and Pee-Wee leagues.

You not only get a close-up view of the action, but a graphic overview of the entire field in one corner of the screen. As an added attraction, the players do a lot of strange things, like moonwalking in the end zone.

Nintendo

Originally an award-winning computer game, *Sim City* shows that Nintendo is interested in more than just 16-bit shooters. *Sim City*, a simulator of urban planning, puts you in charge of a town or city and makes you responsible for its growth and development.

You fix tax rates, decide where to locate police and fire departments, and effect the lives of millions of citizens. You also have to put up with the occasional unforeseen accident, ranging from fires and earthquakes to giant, city-eating monsters!

The PC version was a challenging game filled with off-center humor, and the Super NES version is identical in nearly every respect. A terrific game!

Nintendo

## Sim City



## Zelda III

The further adventures of Link in the land of Hyrule. At press time, not much else is known about the game except

it should be released by Christmas. The screen shots we have seen show that Nintendo has returned to the top-down, three-dimensional perspective of the original *Zelda*, and the

designers have promised that this will be the biggest *Zelda* adventure yet. In any case, *Zelda* fans should get their money's worth.

**Nintendo**



This kind of hand-to-hand combat game can best be judged by the variety of moves available to you, and how impressive those moves make you look. By that score, *Final Fight* is a great game. It's got large, detailed charac-

## Final Fight

ters, incredibly responsive control, and pretty wild action.

The over-used "rescue your girlfriend" storyline gets you started, but once you're fighting through the streets, it really doesn't matter much. Soon you're attacked by hordes of enemies, and the fighting doesn't let up until the game is over.

Although the action gets a little



repetitive after a while, the glossy graphics and touches of humor are more than enough to keep you interested. And the game is always challenging. A real winner.

**Capcom**



*U.N. Squadron* is one of the first shooters for the SNES. As a United Nations pilot, you get to fly a number of different types of aircraft against an incredibly well-equipped army of terrorists. Ultimately, you'll have to locate and destroy a high-tech fortress hidden in a remote forest.

Each craft has its own capabilities, and you get to choose

which weapon systems the plane will carry, as well as the order of your missions, and your own strengths as a pilot. This wide variety of choices is unusual in a shooter, and it adds a strategy element that you don't usually find.

The graphics are sharp, and the game doesn't suffer from the slowdown we've seen in a few other

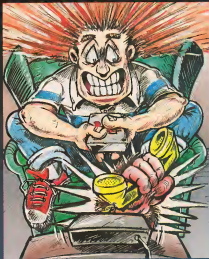
SNES shooters. This is probably the best game of its type to come along for the Super NES.

**Capcom**

## U.N. Squadron



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This is a totally new adventure featuring Sir Arthur, and not a Super NES version of the Genesis game *Ghouls and Ghosts*.



## Super Ghouls and Ghosts

In fact, it's a lot more colorful, and features some great, unique stages that use scaling and rotation.

All the action you've come to expect from this series is here, and it's even better — although you do have to rescue a princess again.

Capcom



## Super John Madden Football

John Madden Football was a big hit when it was released on the Sega Genesis last year. There's no reason to believe the Super NES version will be any different.

The game's multi-window displays and diagrammed play calls make it easy to get to the heart of the action. The graphics are

excellent, and it's loaded with interesting features like variable weather, instant replays, and individualized player stats.

Best of all, it should be released in time for the '91 football season.

Electronic Arts

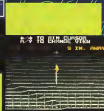


Aerial previews of every hole and multiple camera angles of the ball in flight give PGA Tour Golf the look of a televised golf tournament.

You'll have to hold your own against 60 of the world's best golfers, on four of the world's toughest courses. The SNES version will feature better graphics and some neat scaling and rotation effects that weren't in the Genesis version.

Electronic Arts

## PGA Tour Golf





## Lakers vs. Celtics and the NBA Playoffs



Lakers vs. Celtics is a remarkably ambitious game. Not only are all sixteen '91 NBA playoff teams represented, but their stats, jersey numbers, and even the appearance of the individual players are all authentic. And best of all, the game play is terrific!

You not only control the action, but you have to coach as well. You'll bench players occasionally to cut

TEAMS		PLAYERS	
LAKERS	vs.	CELTICS	vs.
HORNETS	vs.	PISTONS	vs.
KNICKS	vs.	BULLS	vs.
PACERS	vs.	76ERS	vs.
MAGIC	vs.	CLIPPERS	vs.
JAZZ	vs.	WARRIORS	vs.
SUNS	vs.	CAVALIERS	vs.

down on fatigue, and pull your starters if they get into foul trouble. Watch out for the refs, because they will call those violations. Electronic Arts designs some good sports games, and this is one of the best.

Electronic Arts

A vertically scrolling shooter, *D-Force* puts you in the cockpit of an attack helicopter, flying into enemy territory to thwart the schemes of an "oil-rich dictator." Sound familiar? In a lot of ways, it is.

The game includes a "technical mode," which uses Super NES scaling to make it appear that you change altitude in your chopper.



But this scaling seems to have been added as an afterthought, and really doesn't enhance the game much. Worst of all, the action slows down and the characters flicker with only a few enemies onscreen at a time —

easily the worst "slow-down" we've seen. There's really very little to make *D-Force* stand above any of the eight-bit shooters we've seen.

All things considered, this is probably the least impressive game we've come across yet for the Super NES.

Asmik

D-Force

As the *Actraiser*, you must rid the land of demons and aid the development of civilization. The game alternates between side-scrolling action stages while fighting the demons, then switches to a sort of godlike *Sim City*.

Looking down from your home in the clouds, you listen to the people's prayers and help them along with timely miracles. In return, they offer gifts which you can use during the arcade sequences.

This is one of the most interesting and well-designed games you'll see this fall. The action is exciting, and the "simulation" is enjoyable.

Coming on the Cake Dept. — *Actraiser* features one of the best soundtracks we've heard on any game on any system.

Actraiser

First the good news: *Gradius II* has an excellent soundtrack and it really looks great. Now the bad news: the action really slows down when there's a lot happening on screen, even to the point at which characters begin to shred like they would in an 8-bit game.

So what's the bottom line? Well, if you're only interested in a fast, smooth game, you should probably skip this one. On the other hand, if you own a Super NES and you just can't wait to buy a shooter, *Gradius II* is actually one of the better ones — you won't find one that looks as good.

Konami



Gradius II



## Super Bases Loaded



game play. The inset of the diamond now shows not only the base runners and location of the ball, but also the fielder currently under the player's control (a welcome addition).

The base runners can slide and the home run sequence is a little more exciting.

If you liked *Bases Loaded I, II, or III* for NES, you'll love *Super Bases Loaded* for Super NES.

**Jaleco**

This is the latest in a popular line of baseball games from Jaleco. It looks and plays like you'd expect a 16-bit version of *Bases Loaded* to look and

play. In other words, it's a rock-solid baseball game, with all the realism and sophistication you might expect from a 16-bit system.

A few things have been added to this new version that really enhance



This game has been very popular on PC and Sega Genesis for some time, and the Super NES version presents much the same challenge. As an overseeing deity on the side of the

"good," you must provide your people with level, fertile land and direct them along the path to civilization. At the same time you're allowed (and encouraged) to heap earthquakes and other disasters on the people who follow "evil."

The Super NES version provides control pad "shortcuts" for all the different game actions, where the other versions

## Populous



used a point-and-click interface. Somehow, the "shortcuts" make the game feel more awkward than other versions. But if you haven't played the game on some other system, you probably won't notice this.

**Acclaim**

## Final Fantasy II

Fans of *Final Fantasy* for NES rejoice! *Final Fantasy II* for Super NES is coming, and it's not only bigger and brighter, it has a great soundtrack, nasty-looking creatures, and a really intricate storyline.

The introduction sequence alone runs the gamut from high adventure to soap opera.



Fantasy RPG's have been relatively rare for the NES, but several such titles have already been announced for the Super NES, and many more will probably follow. If they're all as good as this one, RPG



fans will have a lot to look forward to.

**Square Soft**



# Super NES Special Feature

Capcom, 3303 Scott Blvd., Santa Clara, CA 95054



## FINAL Fight

Jeff Lundgren

Metro City is the crime capital of the world — at least since the Mad Gears moved in. The ultimate in organized crime, the Mad Gears will stop at nothing to further their ill-gotten gains.

Enter Mike Haggar, former pro fighter and newly elected mayor. Haggar was determined to drive the Mad Gears out of Metro City. But his plans hit a snag when the Mad Gears kidnapped his daughter Jessica and held her hostage. Resolved not to give in, but with time running out and most

of the police on the Mad Gear payroll, Haggar could think of only one solution: Go into the streets and clean them up himself. It's do or die.

Luckily, Haggar isn't the only person who arrives at that conclusion. Jessica's boyfriend, Cody, another martial-arts expert, also decides to embark on a one-man rescue mission. In *Final Fight*, you can play as either Haggar or Cody in an all-out battle against every last tooth and cog of the

Mad Gears. (However, there's no two-player mode in which Haggar and Cody fight side by side, as Billy and Jimmy do in *Double Dragon II*.)

*Final Fight* is a great game, combining mindless over-the-top action with just a dash of strategy. The 16-bit graphics are excellent, with large on-screen characters and lots of outrageous moves. If you enjoy this kind of punch-and-kick action, or if you're simply tired of cute peaceniks like Mario, *Final Fight* is the game for you.



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by drinking an alcohol and smoking tobacco. But we are still no better off than we were when we started. We have not changed our behavior, and we must do that, however

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1. *Chlorophyll a* and *Chlorophyll b* content were determined by measuring the absorbance of the extracts at 663 nm and 646 nm, respectively, using a spectrophotometer. The concentration of chlorophylls was calculated using the following equations:  $Chl\ a = 12.7 \times A_{663}$  and  $Chl\ b = 22.9 \times A_{646}$ .



**James A. Thompson** (1868–1920) was a prominent African American leader and a key figure in the early 20th-century civil rights movement. He was a member of the National Association for the Advancement of Colored People (NAACP) and a vocal advocate for the rights of African Americans. Thompson was also a member of the Black Legion, a secret organization that was active in the United States and Canada. He was a member of the Black Legion, a secret organization that was active in the United States and Canada. He was a member of the Black Legion, a secret organization that was active in the United States and Canada.



**Figure 1.** Mean  $\pm$  SD of the number of correct responses for each condition. The number of correct responses was significantly higher for the 100% condition than for the 50% condition ( $p < 0.05$ ).











# FINAL Fight







Dragoon is a very powerful character, but he is not invincible. He can be defeated by using the right strategy. Haggar is a very powerful character, but he is not invincible. He can be defeated by using the right strategy.



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Abigail is a very powerful character, but he is not invincible. He can be defeated by using the right strategy. Haggar is a very powerful character, but he is not invincible. He can be defeated by using the right strategy.



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# FINAL Fight



As you enter the level, you'll see a large crowd of people cheering for you. The crowd is made up of many different types of people, including men, women, and children. They are all excited to see you fight.



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NINTENDO GAME  
OF THE  
MONTH

Richard Lashley

# ROBOCOP II

In the not-so-distant future, a highly addictive drug called Nuke is poisoning Detroit. People addicted to Nuke will do anything — even kill — to support their habit.

Because of Nuke, a crime wave bordering on anarchy is sweeping the city. To make matters worse, the police are on strike. Detroit is tearing itself apart.

Enter Robocop, an armor-plated law enforcer. Originally a human policeman named Alex Murphy, he was severely wounded by criminals and was rebuilt as a cyborg (cybernetic organism) — part human, part machine. Robocop is the high-tech answer to Detroit's high crime rate.

In his first adventure, Robocop thwarted a criminal conspiracy headed by Dick Jones, an executive of the O.C.P. corporation. O.C.P. wanted to build a whole police force of robotic cops that would eventually take over the city. Robocop fought his way to O.C.P. headquarters and defeated Jones.

Now Robocop faces a new enemy: Cain, the psychopathic mastermind behind the development of Nuke. Cain revels in the chaos he's wreaking on Detroit. Like a wildfire, Cain's drug is consuming countless lives.

In Robocop 2, you stomp on cylinders of Nuke and arrest criminals in 16 stages of armor-piercing action. You must destroy a lot of Nuke and meet your arrest quotas (and survive) before facing the elusive Cain for a final showdown.

But Cain didn't become a master criminal by being careless. He won't be an easy prey. Each stage has metal crushers, magnetic booby traps, and many other barriers that stand between Cain and the armor-plated arm of the law — Robocop.

Demo East: 1550 Little Orchard Street,  
San Jose, CA 95125.





To finish each stage, you must stamp on at least 60 percent of the Nuke and arrest 60 percent of the "arrestable" bad guys (their faces blink and a whistle sounds). In stage 1, jump on these barrels to reach more criminals and Nuke canisters.



The only easy thing in this game is getting rid of Nuke — just step on it.



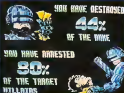
These barrels on the banks of the River Rouge are slippery. Be careful, because Robacop's immense weight makes him slide after he lands from a jump. Learn to gauge how much force to use when jumping.



Before each stage begins, a "Zone Report" tells if there's a bonus area hidden in the stage — but it doesn't reveal the location. In stage 1, enter the bonus area in front of the eighth building complex.



The bonus section in stage 1 is in the sewers of Detroit. The slime down there is very slippery, so be careful when you jump.



At the end of each stage, a screen shows how much Nuke you destroyed and how many arrests you made. If you don't make your 60-percent quotas, you're sent back to a target range for practice.



The only strategy at the target range is to shoot — and shoot fast. Your reputation as a police officer is at stake, so blast as many thugs and Nuke canisters as possible within the time limit.



In stage 2, take control of the elevators by blasting the goons who are riding them.



It's hard for your robotic feet to keep up with these conveyor belts. Jump down and arrest the guy at the bottom of the screen, then look for an easier route.



Coin would love to see you smashed into a smolicube, and his Crusher troops can mangle your high-tech armor like an aluminum can. Step around or leap over the crushers to avoid being flattened.





Your armor is tough, but if you step on these grinding gears, you'll suffer more than just a dent.



If you're careless enough to stroll into this ball of electricity, it zaps away your energy.



Making an arrest isn't always easy. You must use this elevator to reach the suspect at the top of the screen. Remember, Robocop slides when he lands, so there's no room for mistakes on these small platforms.



#### ZONE REPORT

OD. HOVER PODS  
ONE. BUT TOO FAR TO  
REACH. THE. THE TWO  
ROCKERS IN.

THE HOVER CAR CO  
ROBBER. HURRY. STAY

Between stages, the Zone Report informs you about your next mission and any new weapons or equipment you'll get, such as the hover pod in stage 3.



Magnets can easily hold your metallic body. Use these magnetic lifts to reach the Nuke in the lofty rollers of the River Rouge Complex.



The hover pod (controlled with button B) is difficult to fly. But if you don't master this skill quickly, you'll get lost in this high-voltage trap.



Numerous booby traps block the exit of stage 3.

CAME OVER PLAYER 1  
ROBOCOP IS TAKEN AWAY  
FOR CALIBRATION  
BUT HE WILL TRY AGAIN!!



If RoboCop falls victim to one of Cain's traps, he's sent back to the shop for repairs.



Outside the Sludge Plant, use the surroundings to your advantage. These barrels are a makeshift ladder to the weapon power-up in the upper left corner of the screen.



The skyline of Detroit holds many dangers. But snipers in the windows and treacherous jumps are part of just another day at the office for RoboCop.





In the Sledge Plant, dodge the rockets this punk launches at you, then walk to the floor tile at the far left corner. Press down on the control pad to enter the bonus screen.



This bonus round is a puzzle. Help Rabocap rebuild the image of his former identity — policeman Alex Murphy.



High tension spring platforms can bounce Rabocap into the air. Whenever possible, use them to launch yourself over difficult obstacles.



Stamp on all the Nuke in this chemical vat, then quickly get out. Those little whirlwinds can knock you off the slippery ledges.



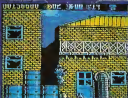
The circling platforms allow you to squeeze off a few rounds of thugs in hard-to-reach places.



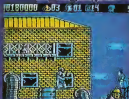
These rail-siding platforms take you past Nuke canisters and enemies firing rockets. While destroying the Nuke cans, don't forget to dodge the rockets and the stray platforms that try to ram you.



In stage 6, your energized pistol becomes much more powerful, firing a spread of four shots that hits enemies above and below you.



Jump down here to stomp on the Nuke and grab the invincibility power-up. For a short period of time, no weapon or enemy can harm you. (But you can still fall off a ledge.)



Be extra cautious through here. The gushing fire hydrant at the far right causes Rabocap to slide a lot.





Nuke HQ offers a new mode of transportation — the Grabber. To use it, get directly beneath the Grabber and jump. To re-lease yourself, press button A.



To reach this Nuke, you must dive into a bubbling vat. The footing is tricky, so be careful when you jump.



After shooting an enemy on these rail platforms, move away fast — the enemy's platform will try to ram you.



Nuke HQ isn't even a nice place to visit. Screaming rockets and floating orbs are a constant nuisance.



You finally battle Cain in stage 5. He fires energy bolts of you, so stay in the far left corner, shooting and jumping.



Cain is ready to go blow for blow against your body armor. To defend yourself, kneel down and pound his knees.



Knock Cain backward, then finish him off with a short burst of pistol fire. But your mission isn't over. You can bet your iron boots he'll be back — and in a different form.



Grab this weapon power-up on the first floor at the Civic Centrum. You're going to need lots of power — on the roof is an evil robocap named Robocap 2, and it's controlled by Cain's brain. It has powerful weapons and the latest composite armor.



It's a long battle up to the Civic Centrum's roof. This laser fires a devastating energy bolt that can fry you with one hit.



This building contains one of the most difficult obstacles you've encountered — angled elevators. You'll need split-second timing to get past them.



An ED-209 robot protects this criminal. The ED-209 has the firepower to blast Robocap into sizzling microchips. Don't even bother making this arrest if you don't come down blazing.





Stomp the Nuke in front of this laser by jumping on the platform nearest the gun. If you learn the laser's firing pattern, you can jump down on the Nuke without suffering a hit.



Just getting by one of these slanted elevators is difficult, but three of them are a tremendous test of your computerized agility.



Once you're past the three slanted elevators, be ready to blast this annoying little robot.



In stage 11, you have to arrest pieces of Cain's brain. You'll find one of them on these floating stairs. When you jump to this step, be sure to land squarely on top of the brain, or it will bounce you off.



After you're past the floating steps, immediately kneel on this ledge. A rocket will hurtle toward you, and it's powerful enough to nott you to the wall.



Watch out for the steel jaws that chomp through the floor.



Laser guns mounted on tracks greet you on the Civic Centrum's fourth floor. Dodge these lasers by kneeling, then destroy them with your pistol.



Be sure to dodge this rocket near the beginning of stage 12. If you don't, it takes you on an express ride to your death.



Cain's brain (behind Robocop) is easy to arrest. But if you're not careful, the crackling bolts of electricity you're jumping over might liveen things up a bit.



In stage 13 you finally climb to the rooftop of the Civic Centrum, where you'll face Cain. But there's still an entire stage of space-age menaces to defeat before the final battle.



# NINTENDO GAME of the MONTH



## Jeff Lundrigan

**M**ike wasn't looking for a dangerous adventure. All he wanted was to spend some time with his Uncle Steve on C-Island. Steve Jones was a great archaeologist, and Mike didn't get to see him very often. But when Mike got off the helicopter on C-Island, his uncle wasn't there to greet him.

At the island's only village, Coralcola, none of the people knew where Uncle Steve was, either. All

they could say was that he'd been looking for some lost ruins out in the Coral Sea.

Then the village chief told Mike the bad news — Uncle Steve had been abducted! The chief and his sister, the village shaman, also told Mike a strange tale of weird lights in the sky and dangerous new creatures that had suddenly appeared in the ocean.

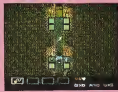
Mike decided to rescue his

Uncle Steve. To help Mike defend himself, the chief and the shaman gave him Coralcola's only weapon: the Island Yo-Yo. Thus armed, and protected by the magic of the Southern Cross, Mike set out to find his uncle and solve the mystery of the Coral Sea.

Nintendo of America  
P.O. Box 957  
Redmond, WA 98073



You'll have to talk to everyone in Coralcola before going to see the chief. Luckily, the chief is a good friend of Uncle Steve, and he'll get you started on your journey.



Fire is the first special weapon you'll find. Use it as little as possible. You'll discover another chest with fire a few rooms down, and the more fire you have when you face the C-Serpent, the better.

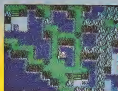


The C-Serpent can be hurt only when its mouth is open. Throw some fire down its throat, then jump out of the way to dodge its fireballs.





After setting out in Uncle Steve's submarine, the Sub-C, you'll hear a plea for help from a very worried dolphin. If you help her, she'll help you in return more than once.



There are a lot of secret passages on Lighthouse Island, both in the water and through the mountains. Push against every barrier until you find a way through. You'll find passages on most of the islands this way.



There are passages in the underground tunnels, too. If you look closely, sometimes you'll see a faint shadow where the passages are. Push against the walls in every new room — you might be surprised.



The young dolphin is being held prisoner by Octo the Huge. Jump over the deadly ink he spits at you and wait for him to charge into range. Freeze him there with the magic snowman, then pound him with the bat or yo-yo.



The dolphins will lead you to Miracola Island. The tunnel to the village contains tiles that rise and sink. Be sure to hit both of these tiles on either side—you'll be rewarded with a pair of double hearts.



Boneheads can jump over water, but they stop for a second before leaping. Hit one a few times, then jump out of the way, always keeping the water between you and the Bonehead. Then turn and hit it again.



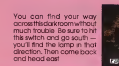
Magma the Ferocious is invulnerable to attack, but you can douse his fire by sinking the platform beneath him. All you have to do is step on two trigger tiles and two switches — while avoiding his deadly fireballs.



The fortuneteller wants her crystal ball back and you'll have to brave the dangers of Ghost Village to find it. The way lies underground, and you'll find the entrance beneath this tombstone.



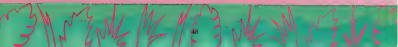
The Ghost Tunnels are filled with invisible monsters called Mines. You can't hurt a Mine unless you can see it, so if a door won't open or you're being attacked by something you can't see, use the Rod of Sight.



You can find your way across this dark room without much trouble. Be sure to hit this switch and go south — you'll find the lamp in that direction. Then come back and head east.



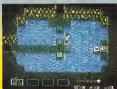
There's a switch to open the door to this room, but use the Rod of Sight anyway. Killing the Mine will open a door to a room with a pair of double hearts.







One last Rod of Sight will reveal a boss named Moxe. He's big, but not very tough. Dodge the fireballs from the mini-volcanoes and give Moxe a serious thrashing with your bolas.



The fortuneteller will provide help and send you to the hermit's cave. The entrance tunnel contains this apparently unreachable chest, but if you jump for it, you will make it — trust me.



This geyser is your ticket to Hermit's Mountain. Notice that this side of the room has no door, but you can get in through a secret passage in the room to the immediate right.



After leaving Meacola, you'll promptly get swallowed by a whale! Getting out of the whale is a mazelike journey. Just remember that the Sub-C can submerge in the "tunnels" inside the whale.



On Belicola Island, Pelle the Parrot knows the tune that opens the underground passage. The message he gives you is really a set of musical notes. If you can remember your do-re-mi's, you can play the tune.



Halfway across this room, you'll trigger an earthquake that begins crumbling the tiles. Leap over this gap to give yourself enough time to exit. And don't forget to grab all three hearts!



Falling through the floor from the room above is actually a good thing. Avoid the pencil traps and head for the lower-right set of stars.

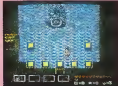


In the room above, you'll find a passage that links these two "notches." Look closely along the left-hand wall for the shadow of a passage to the next room. This roundabout route is the only way to continue.



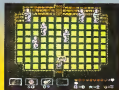
The Red Megaton Ball is the fastest and deadliest of Captain Bell's three bowling balls. Your shooting star can stop it for a second, so use that precious time to get out of the way.

Once off Belicola Island, you'll have to pilot the Sub-C through a series of passages both underwater and through the islands. Search all the islands. There's a big heart hidden on one, and the natives have clues.

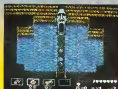


The Lost Ruins are guarded by the Giant Turbosa. His attack pattern is almost exactly like that of Octo the Huge, except you can't freeze the Turbosa. But don't despair — your shooting star makes it a fair fight.





The roomful of Mumus is the ideal place to use your spikes. Spikes are probably the most spectacular weapon you'll find in the whole game, so don't pass up a chance to use them!



Broken Joe is vulnerable in only one place — his open mouth. Throw Hase Hide Baseballs as fast as you can, but don't forget to jump over the snakes he spits at you. His touch is deadly, so don't get too close.



The entrance in the tunnel past the Big Rock is a decoy. Don't go north unless you like wasting time. The true path lies through a passage in the lower right corner of the entrance room.



Don't even try to fight the enemies in this room — the combination of the Rockys and the power-sapping Fuzz is too much to handle. There's a passage in the center of the left wall, so head straight for it.



The Twin Sumacho statues can be beaten with Asterisks. Stay on one of the center tiles and jump in place over the Twins' shots. Beating them is partly a matter of luck — sometimes their shots are out of sync.



You've finally found Uncle Steve, but you're not finished yet! Your uncle tells you about the space aliens who kidnapped him, and he sends you into their spaceship to find the three magic crystals.



The first room in the spaceship is a bit of a maze. Grab those hearts and head north.



Continue north and you'll wind up here, ready for your first taste of the mysterious Vitamin X. (You'll like it a lot.) Ignore the teleporter tile, grab the capsule, and head east.



If you continue east over these tiles, you'll find both a ray gun and a dead end. Grab the gun and come back here, then go south.





When you get here, go east again over the tiles. Use the teleport tile at the far end. It leads to a teleport cross-road, which then leads to a walkway that goes south.



Destroying these robots is mostly a matter of patience. Do what damage you can and concentrate on staying alive.

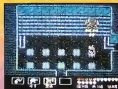
Any sections of the spaceship's walls that are cracked can be destroyed. They lead to side rooms containing special items.



You can damage these turrets only when they open up to fire. Jump over their shots to avoid being hit, and destroy them one at a time.



The white satellites act like the Noclacs you fought underground, but watch out for the red satellites — they shoot back.

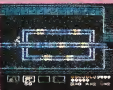


This big robot has a habit of charging all the way down to the south end of the room, and its touch is instantly fatal. Keep out of its way, and shoot it with either the Wide-Beam Gun or the Super Nova.



As you make your way across these tiles, you'll be attacked by a swarm of red satellites. The Wide-Beam Gun is your best bet here. It doesn't have much range, but it covers a lot of area.

You'll have to hop between the walkways here, since you can't jump forward, then hop again, and keep going until you reach the other side.



Although this robot flashes when hit, it doesn't suffer damage. Jump over its shots and keep firing, forcing it backward until you can hit both switches. When the end of the walkway disappears, push the robot back again until it falls off.





Now you're almost ready for your first encounter with the evil Zoda, the dark and dangerous leader of the alien invaders.



As soon as you appear, grab the gun you'll find on this platform. When Zoda's head shows up, stand to the side and shoot it. Be ready to dodge when he throws his eyes at you.

When Zoda's head disappears, quickly move to the center of the platform. If a hand appears, immediately run away from it, then go back to the center. Continue shooting Zoda's head and dodging his hands until he's defeated.



It's not over yet! Fight your way past Zoda's guard bots until you reach the reactor core. Hop onto the center platform and blast away at the core, but watch out—the platform opens.



If you fall through the platform, you'll wind up here. This room isn't as dangerous as it looks, but don't hang around. Grab the Vitamin X and run for the exit. In fact, if you get low on energy, you can drop down here on purpose.



With the reactor destroyed, the ship will begin to crack up. Run to the far end of this platform and wait for these jumping blobs to attack you. When killed, they give up hearts and stars. Stay there until your energy meter is full.



Now begins the final battle with Zoda—in his true form! Keep your distance and use the Super Nova, which can reach across the room. If you get too low on hearts to use the Super Nova, use the gun. When Zoda throws more blobs at you, destroy them as quickly as you can.

Good luck!

GP





# SUPER MARIO BROS. 3

## 30 SECRETS REVEALED!



Richard Lashley and Chris Slatte

You walk up to a magazine rack, and what do you see? Sure, there's the usual assortment of car and fashion magazines, but what's a funny little Italian plumber doing next to New York's latest fashion model? It looks like Mario may have reached superstar status. Mario Bros. games demand coverage like no other titles — many game players gobble up any information they can find about

them. And, with each new game, the brothers continue to intrigue audiences everywhere.

Everyone's looking forward to Super Mario 4 on the Super NES when it's introduced in just a few months — but let's not get too far ahead of ourselves. Right now, Super Mario Bros. 3 remains the single best-selling NES videogame.

In response to your constant requests, we're revisiting the crazy,

colorful realm of the Mushroom World. And you can count on Bowser and his delinquent kids to be there, spreading their own special brand of mayhem.

Here's our collection of the 30 best hints we've ever offered. We'll show you some of the game's most secret locations of warp whistles, hidden coin rooms, and many more tips Mario can use on his journey. Happy hunting!



Near the beginning of World 1, you'll discover a Super Leaf inside this brick. Catch the leaf, and it transforms you into Raccoon Mario. Now, take a running start to charge up your P-meter (which enables you to fly short distances), and follow this trail of coins into the clouds.



In the magical Mushroom World, many valuable objects are under mounds of brick. As you approach the exit to World 1, use Koopa turtles to shatter these bricks and uncover a small treasure of coins.



3



To reach the secret room at the bottom of this pipe in World 1-2, hit the switch block (marked by a P) to change the coins into stairs. Now you can easily slip into the narrow pipe.

4



At the end of each world, a vertical, jagged edge scrolls onto the screen. When you see it, start running to charge up your P-meter, and launch yourself into the lower left corner of the goal box. Often this gives you a star, and after you collect three consecutive stars, you'll get five extra men.

5



Mario isn't just an expert plumber — he's also a pretty slick card player. After you score 80,000 points, the map screen displays an N-marked spade panel. It's your chance to play a matching game for extra men.

6



The hidden coin rooms in World 1 are just a preview of the complex, sprawling paths in this game. At the beginning of World 1-3, use a Koopa turtle to slam through these bricks. Jump around on this newly excavated ground, and you'll discover an invisible Jump Block that tosses you into a small fortress.

7



After you enter World 1-3, your pulse suddenly starts to race, the tension builds, and your cute moustache starts to twitch nervously — the first warp whistle must be near. Squat on this block (it takes a few seconds) until you fall through, behind the scenery. Run to the right. You'll wind up in the Toad's house, where the mysterious whistle room is located.

8



What better place to hide the second warp whistle than in the fortress of World 1? As you approach the exit of the fort, be sure you're Raccoon Mario. With a running start, fly offscreen to the right until the screen stops scrolling. Press up to enter the hidden room where the second warp whistle is located.



9



With your two warp whistles, you can skip all the way ahead to World 8. On the map screen, blow the first whistle; a tornado will twist you into the Warp Zone. Next, blow the second whistle, and you enter the Dark Land of World 8 — *note that's moving*.

10



This stone, blasted by centuries of sandstorms in World 2-1, releases a Super Leaf when you bump the side of the stone with your hips.

11



Surrounded by a hot, choking desert, this oasis in World 2-2 offers a cooling dip in a pool. Between these coins is an invisible block containing a one-up mushroom.

Use a Koopa to crumble the blocks surrounding this pipe. It leads to the end of World 2-3, and you'll score hundreds of points in the process.



12

Being Raccoon Mario has its advantages. In World 2-4, use your swishing tail to propel yourself up to this pipe. Squirm into it, and you'll find a room brimming with coins.

13



14



Eating (or, in this case, climbing) vegetables keeps you healthy and rich in World 2-5. Stomp the Koopa, and ram it into these bricks. Then a secret vine climbs into the sky, where you'll find clouds of coins.



15



In World 2, it helps to be Raccoon Mario inside the dusty chambers of the pyramid. If you're not Raccoon Mario, destroy one of the Buzzy Beetles crawling around and use its shiny shell to blast through the stone walls.

16



Occasionally, you'll encounter a Hammer Brother on the map screen. This Hammer dude looks tough. However, he's easily defeated if you slide underneath and attack from below. Plus, the special items a Hammer Brother leaves behind are a big help.

17



Padding extra men is essential in a huge game like Super Mario Bros. 3. When you visit the fortress in World 2, enter the fifth door to the right. In this room, you'll find a one-up mushroom.

18



In this game, the slide technique is a helpful move you can try. Use it here to reveal a treasure of silver coins hanging in the sky. Remember: To get an extra Mario, you must collect 100 coins — and this is a real good start.

19



If time flows and Bowser's crazy creatures aren't harassing you, chip away at these blocks in World 3-7. You'll uncover an extra Mario.

20



Spike is one of Bowser's ruder pets. He throws things, like deadly spiked maces, at you. A couple of scoops gets rid of this pest, though. Then climb the vine you've unearthed to find a surprise floating over Mushroom World.



21



Mario can transform into several animal forms, and then use their accompanying powers. To find the frog suit in World 3-9, slide down this pipe and you'll splash into an underground lake. Swim to the third pipe and enter this secret room for coins and the frog suit.

22



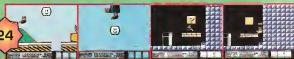
Check your money and score before you leave a level. For a chance at extra coins in some worlds, you must have a double digit match for your money (i.e. 11, 22, 33) that matches the tens' position (second number from the far right) in your score. The right combination sends you to the pirate ship and its glittering treasure. Before you abandon ship, though, you'll face a Hammer Brother.

23



The fortress of World 4 is a complex maze laced with booby traps. As you crumble the Dry Bone turtles patrolling this basement path, slam into the block to the far right. Next, step on the switch block that appears. A doorway of coins will materialize, and it leads to a vast room rich in power-ups.

24



At the entrance to World 4-3, fully charge your P-meter and fly to the pipe at the top right corner of the screen. Through this pipe, you'll find a Tanooki suit. This gives Mario the power of flight and the ability to become an invulnerable statue for a brief time.



25



Mario's accelerated run is another neat trick to use in this game. Rather than attempting risky leaps across narrow pits, you can simply run across them.

26



The Mushroom World is littered with Bowser's hulking, stone-walled fortresses. At the entrance to the World 7 fortress, hit these bricks to uncover a switch block that turns these slick stones into a wall of coins. Also, a Tanooki suit lies behind the secret door. Later, you can repeat this process with the same results.

27



At the start of World 8-1, you must be Raccoon Mario to reach this pipe in the top right corner of the screen. On the other side of the pipe, slip out and kick this Question Block for three extra Marios.

28



At the beginning of World 8-2, the hypnotic hiss of a quicksand waterfall lures you into its gummy snare. But don't panic! You'll fall out of it at the bottom. And there's a pipe to the right that leads to a coin room. You'll be near the end of the stage when you leave this room.

29



This Starman renders you invincible. Grab it, then dive into the pit. Jump to the right to strike an invisible block that contains a one-up mushroom. Then stop jumping and wait for the mushroom to come to you. Otherwise, you'll seal yourself underneath a row of invisible blocks hanging over the pit.

30



In the Castle of Koopa, leap around the electric fence and land on this narrow ledge, to the far right of the screen. There's an invisible block here that has a one-up mushroom. That extra man will come in handy as your strange, dreamlike journey into Mushroom World ends at the doors of Bowser's hideout.

GP





# Solstice™

The Quest for the Staff of Demnos

### The Quest for the Staff of Demnos





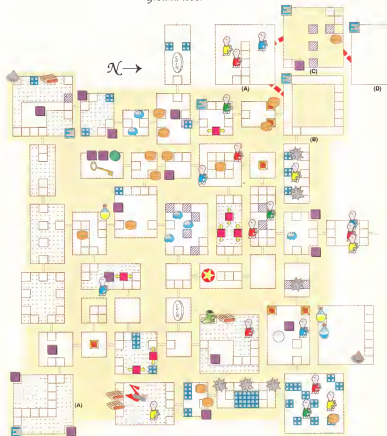
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**Starting Point**



# KASTLEROCK:

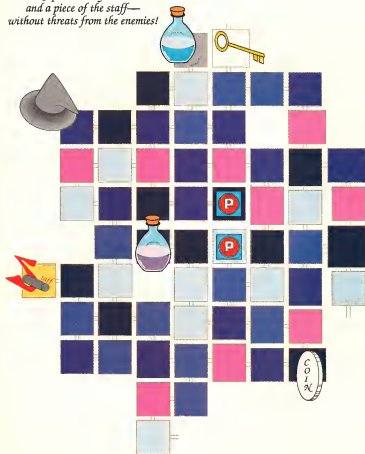
Ground level



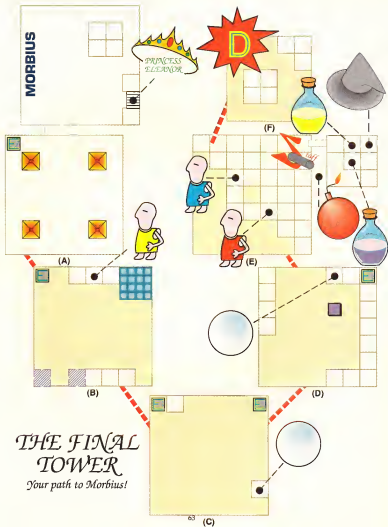


# THE DUNGEON

*Pick up inventory items—  
and a piece of the staff—  
without threats from the enemies!*









# Maniac Mansion

Stephen Poole Vince Matthews

At a distance, the sprawling mansion where Dr. Fred and his family live may not look much different from any other big house. Once you step past the front gate, though, you'll soon realize you've entered a topsy-turvy world where weirdness abounds and danger lurks behind every door.

Somewhere in that crazy mansion is Sandy, a young college student. Sandy disappeared a few days ago, and her boyfriend, Dave, strongly suspects that Dr. Fred kidnapped her for one of his diabolical brain-siphoning experiments. So Dave, accompanied by his friends, sneaks into Dr. Fred's mansion to carry out a dangerous rescue mission.

Maniac Mansion for Nintendo has been available for

about six months, but it still generates more reader mail to Game Player's than almost any other Nintendo game. We receive all sorts of questions, from how to play the videogames in the mansion's arcade room to what kind of after-dinner drink the Green Terrorade prefers.

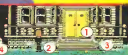
Why are so many players puzzled? For one thing, Maniac Mansion is a fiendishly clever game that's difficult to solve. And unlike most games, Maniac Mansion has more than one solution. In fact, there are four different ways to prevent Dr. Fred from carrying out his brain-suction operation on Sandy.

In the next few pages, you'll find a detailed map of the mansion that will help you find the items you need to save Sandy. You'll also find a step-by-step guide to one of the game's most

difficult puzzles—how to mail a letter from the mansion. We chose that particular puzzle because it's crucial to two of the game's four solutions.

Finally, we've included a list of several things you should definitely avoid, unless you want to see one or more of your kids pushing up daisies in Dr. Fred's front lawn. (Incidentally, almost all of these hints and clues also apply to the computer versions of Maniac Mansion.)

Good luck, and don't forget to give our regards to Nurse Edna!



stairs to second floor



Nintendo version by Nintendo, 4100 Arden Drive, Northbrook, IL 60062. Game available for IBM, Amiga, and compatibles; Amiga Colorvision and Atari ST; and Apple II, Macintosh, and Sun 200, San Jose, CA 95121.









- 1 Key to front door under doormat
- 2 Grate behind bushes — remove to get under house
- 3 Ed's undeveloped film (It won't show up until he mentions it)
- 4 Package with uncanceled stamps
- 5 Grate in pantry floor; film developer will spill onto floor directly below it
- 6 Water valve to drain or fill swimming pool
- 7 Loose brick that opens dungeon door
- 8 Push the gargoyles to open basement door
- 9 Vacuum tube from radio can be used to fix shortwave radio
- 10 Cassette player — use to play high-pitched noise, breaking chandelier
- 11 Key to dungeon door is hidden in chandelier
- 12 Shed some light on the subject with this lamp
- 13 Chuck the Plant — can't be used to solve any problems
- 14 Open loose panel to find a blank cassette
- 15 Broken phone — repair it with tools from Ediel
- 16 Light switch
- 17 Silver key; opens door inside pantry
- 18 Fuse box turns the power to the house on and off
- 19 Use flashlight while feng wires in attic with the power turned off
- 20 Use the microwave to steam open the envelope
- 21 Raid the fridge and grab everything you can
- 22 Grate through which the film developer leaks

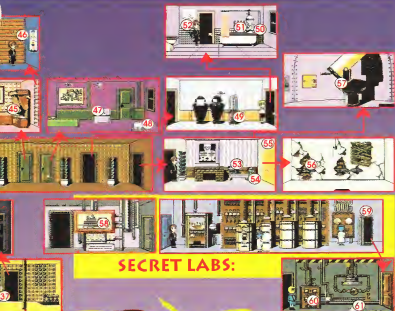
- 23 Grab all the items on the shelves
- 24 Drain pool to get radio in pool chair (batteries for flashlight are in radio) and a key to secret lab's outer door
- 25 Tools in trunk of Ediel
- 26 This faucet handle fits the bathroom shower
- 27 Move cement slab to reveal a one-way passage to the meteor
- 28 Wax fruit; feed to the Green Tentacle
- 29 Use this paint remover on wall in den
- 30 Syd or Razor can play piano. Record a tune and impress the Green Tentacle
- 31 Use the Victrola to play the record of high-pitched noise
- 32 Cassette recorder, make a tape of Syd and Razor, as well as high-pitched noise
- 33 Watch TV to get mailing address
- 34 Manuscript in desk is vital to an adventure involving Wendy
- 35 After Dr. Fried plays Meteor Miss videogame, high score will be combination to inner door of secret lab
- 36 Use key from Edna's room to open Meteor Miss videogame





- and retrieve your quarter (if you need to play again).
37. Give the Green Tentacle wax fruit and fruit drink, and he'll let you pass.
  38. Darkroom. If Michael isn't involved in your adventure, this room can be ignored.
  39. Grab dime on floor to use in telescope.
  40. Only Barnard can fix the shortwave radio and call the meteor police.
  41. Check the wanted poster to get number for meteor police.
  42. Record of high-pitched noises.
  43. Cassette recorder — play Syd or Razor's demo tape for the Green Tentacle.
  44. Key to Weird Island.
  45. Key to videogames.
  46. Move painting to reveal a safe
  47. and combination to safe.
  48. Card key behind hamster is essential to winning the game. Grab the key — and the furball, if you like.
  49. Open piggy bank to find more dimes for telescope.
  50. Use the Hunk-O-Matic so you can open objects like grates and garage doors.
  51. Turn on shower to move Cousin Ted.
  52. Edna's phone number.
  53. This sponge is awfully handy for cleaning up spills.
  54. Use typewriter to address a letter or edit a manuscript.
  55. Man-eating plant, give it pool water and Pepsi to safely reach hatch in ceiling.
  56. Use paint remover here to reveal a secret door.

57. Fix wires in attic to make videogames work. Make sure power is off to avoid a shocking experience.
58. Turn telescope twice to the right to see combination to safe. If you've made friends with either Ed or the Green Tentacle (and to get this far you must have), they should come down and move the pesky Purple Tentacle.
59. Take radiation suit from locker and move quickly to next room.
60. Throw this switch to bring the mad doctor to his senses.
61. Grab meteor (or have Barnard call the meteor police). Disposing of meteor in the old Edsel outside sounds like a good idea. The door to the right leads to the Edsel.



## SECRET LABS:



# Maniac Mansion

## GRAVE MISTAKES: THREE WAYS TO BITE THE DUST

Each kid in Maniac Mansion can perform special duties or tasks, and that affects the way you approach the many puzzles in the game. No matter which kids you choose, you'll always make minor mistakes that'll get you tossed into the dungeon. Keep this in mind when playing, and save the game at any point where you might be venturing into the unknown.

Some mistakes, however, can mean more than the inconvenience of a trip to the dungeon. They can cost you a kid — instantly!

For example, when you steam open the envelope you found in the wall safe, be careful where you get the water to fill the glass jar. You might think the swimming pool is a nifty place to find water, but think again. The water in

the pool is radioactive, and if you cook it in the microwave, the radioactive steam will spell doom for one of your kids.

Another fatal mistake also involves the swimming pool. You'll have to send one kid under the house to drain the pool so another kid can collect valuable items. But you can't leave the pool drained indefinitely without causing a nuclear meltdown. So when the alarm sirens start going off, don't panic and turn the water back on without first getting the kid out of the pool. None of the kids can swim — and even if they could, the water is too radioactive for a dip.

A third fatal mistake involves Weird Ed's pet hamster. If you happen to be one of the last people who bought the



If you use swimming pool water to steam open the envelope, you can say goodbye to one member of your team.

## SIGNED, SEALED, AND DELIVERED

One of the most complex problems in Maniac Mansion is mailing a package from the mansion. You've got to find an envelope, a stamp, an address, and a way to write the address on the envelope. Oh, there's one other thing — you have to decide what you're going to mail. We'll leave that up to you.

You can find the stamps you'll need early in the game. Keep one of the kids close to the mailbox, and when the doorbell rings, send that kid to the mailbox. You'll find a package with some uncanceled stamps.

Next, head for the music room on the second-floor landing, then go to the TV at the far right side of the room. When you turn on the TV, you'll see the address where you can send your package.

There are a lot of steps involved in finding an envelope. First, go to Dr. Fred's room and pick up the dime on the floor. Next, send a kid to Weird Ed's room. When Ed hauls that kid to the dungeon, another kid can go into Ed's

room and get another dime from the piggy bank.

Now pull the same trick on Edna. While Edna takes one kid to the dungeon, another kid can go into the attic above her room. Go to the painting and move it to one side to reveal a wall safe.

Send a kid to the swimming pool, but make sure he has the glass jar from the pantry. Fill the glass jar with pool water, then head to the den on the third floor. Use the pool water on the plant to make it grow; then give it the can of Pepsi from the fridge to make it burp. Go to the hatch in the ceiling that leads to the observatory, but be sure the kid you send up has two dimes.

Find the coin slot on the wall, insert a dime, and press the right button. Repeat the process, then look through the telescope to see the combination for the wall safe. Use the combination to open the safe — inside you'll find an



You must refill the pool, but don't let any of your kids get wet in the process.

envelope. You can address the envelope with the typewriter in the den, but be sure to let the kid who saw the address on TV do the typing.

Finally, head for the kitchen. Place the envelope, stamps, and a glass of tap water in the microwave, then turn it on. The envelope will be steamed open, and the stamps will stick to the envelope. Place your package in the mailbox and raise the flag. The U.S. Postal Service should take care of things from there.



## 'MANIAC MANSION' IS CRAZY ON TV, TOO

Tom R. Holthill

Nintendo version of *Maniac Mansion*, you may have a collector's item. Why? Because due to an oversight, early versions of the game allow you to put the hamster into the microwave. Neither Jaleco nor Nintendo endorses the mistreatment of animals, of course, but somehow it slipped by.

Weird Ed really loves his hamster, and if you nab it, he'll probably ask any kids he's friendly with if they've seen his pet. If you did microwave the little critter, don't dare show it to Ed. He'll fly into a rage, and the kid who had the nerve to break the news to Ed will wind up buried under a tombstone in the front lawn — along with any items he or she picked up during the game.



Only mean kids put animals in microwaves — and Weird Ed doesn't like mean kids.

The Edison family (clockwise from top left): Dr. Fred, Casey, Tina, Aunt Idella, Ike, and Turner. Not shown: Uncle Harry, the human-headed housefly.



**A**re you going nuts trying to find your way through Dr. Fred's macabre mansion? Do you know what to do with the can of Pepsi in his fridge? Have you figured out how to take advantage of the paint remover?

If you're stumped by these or the hundreds of other puzzles to solve in *Maniac Mansion*, maybe it's time for a break. Turn off the game for a while and watch TV — but not just any TV. Try "Maniac Mansion," a comedy series that airs on Fridays, Saturdays, and Sundays on the Family Channel.

Watching "Maniac Mansion" won't help you beat the game, but you might at least get a few laughs. Since its debut last fall, "Maniac Mansion" has attracted some enthusiastic reviews from TV critics. Time magazine called it the "looniest, sweetest family comedy of the year," and included the series in its year-end list of the ten best TV shows of 1990.

The TV version of "Maniac Mansion" is an offshoot of the popular computer game from Lucasfilm,

which was later released for Nintendo by Jaleco. Although the TV show has a few things in common with the game — including a wacky mansion, a mad scientist

named Dr. Fred Edison, and a bizarre sense of humor — much of the story was changed for TV.

For instance, the mansion is now inhabited not only by Dr. Fred, but also by his whole family. There's his wife, Casey, who's probably the most normal member of the clan, their 15-year-old daughter, Tina, who's a boy-crazy genius; a 10-year-old son, Ike, who dresses like 1950s movie star James Dean; and a 4-year-old son, Turner, who was accidentally transformed into a 6-foot-4, 250-pound preschooler by one of Dr. Fred's wayward experiments.

Oh, yeah, there are two other members of the household as well: Uncle Harry and Aunt Idella. You might have a little trouble seeing Uncle Harry, because Dr. Fred accidentally transformed him into a housefly. All except for his head, that is. Dr. Fred still hasn't figured out what went wrong with that experiment.

"Maniac Mansion" stars Joe Fierhery as Dr. Fred, John Hemphill as Uncle Harry, Deborah Theaker as Casey, Mary-Charlotte Wilcox as Aunt Idella, George Sza as Turner, Avi Philips as Ike, and Kathleen Robertson as Tina. Fierhery, Hemphill, and Wilcox are all veterans of Second City TV, where Wilcox won an Emmy for writing.

The half-hour show airs at 6:30 p.m. on Sundays, and repeats at 7:30 p.m. Fridays and 11 p.m. Saturdays.





## EXPLORING SUPER

# MARIO



Chris Slate

**T**he eagerly awaited *Super Mario World* is finally here! The world's most popular video-game character is back, and this time he's moved up to the Super NES machine. But some things never change—in this game Mario must once again save the princess, who is being held captive in the Valley of Bowser. Bowser has also stolen Yoshi eggs, which hatch into dinosaurs. The eggs are hidden in numerous fortresses throughout the land.

Because of the advanced technology of the Super NES,

this adventure is the largest one yet. *Super Mario World* has so many secrets and hidden levels that you'd have to play all the way to the end many times before you found everything! Larger enemies, vibrant colors, and excellent sound effects round out the game's long-lasting appeal.

*Super Mario World* mixes the classic Mario formula

with innovative new ideas. There are new maneuvers for you to master, new items to find, and new enemies to conquer. Because of the huge scope of the game, we're dividing our coverage into a special three-part guide. In this first installment, we take a look at the first two lands—and we let you in on a few of Mario's closest-held secrets.



# 210 WORLD

TM



Plot Mario's course from the map screen. If you pause the game on this screen, you can view the entire world by using your control pad. Your first stop should be the action scene to the left of the starting place.



Some of Mario's classic enemies are still around, but they're much deadlier than you remember them. Take Bullet Bill, for instance—he's put on a lot of weight since the original Mario Bros. game.



Here's a new face in Mario World—a football koopa. Wait for him to charge at you for the tackle, then leap on his head at the last possible second. It takes three hits to knock out this guy.



You must learn some new techniques in Super Mario World, such as the spin-jump. Use this maneuver to break blocks from above—a handy trick when important items or places are sealed inside brick walls.



When you finish the first action scene, climb up the mountain for a bonus scene. Here you find a gigantic button with one exclamation mark (!) on it. If you press it, all the invisible blocks are replaced with special ones.

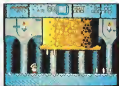


One of the most enjoyable aspects of Super Mario World is your new prehistoric sidekick. The friendly dinosaur gives you a ride—and gladly gobbles up any bad guys that cross your path.



The first castle you reach is filled with huge pits that are too wide for you to cross. To reach the boss, crawl along the fence that hangs above you.





In the second part of the castle, keep an eye out for huge pillars that come stomping down in your path. Look for little holes in the floor — you can duck into them to avoid being crushed.



The first boss sits on a platform that soaks in like a lava. The key here is to wait until the boss's side of the platform tilts, then jump on his head until he falls off the edge.



This new kind of block allows you to bend the laws of gravity a bit. Build up speed as you race to it, and when you hit it you continue running — right up the wall!



Super Mario World has loads of new bonus stages. You can find this type of bonus room by going down pipes. The trick is to bump the blocks one by one from underneath. If you succeed, you're rewarded with a one-up.



When you find a feather, Mario can don his cape. With a little practice, you can use it to help Mario fly. First run until Mario holds out his arms for balance, then jump and soar into the air. To keep flying, you must press the directional pad in the opposite direction from the one in which you're flying.



There's a long stretch of land near the end of the first action scene you enter after the castle. Make sure you have the cape and use the space as a runway. Once you gain a little altitude, you find something up there...



...a key and a keyhole. To find a key, you almost always have to solve some intricate puzzle. Once you have a key in your possession, you can open a path to secret places.



If you go to the left from the first action scene in area 2, you enter a cave. One of these blocks leads to a bonus stage. Kick the blue shell at the highest block in the room to activate a vine. Climb to the top to find a key!





A secret path appears on the map screen when you go through the keyhole. This path leads to another station where you can uncover more invisible blocks!



When you successfully pass through the goal post at the end of a level, you're awarded a number of stars. Once you've collected 99 stars, you enter a bonus matching game. Try to match the pictures in the blocks to win one-ups.



When you enter the first ghost house, it appears that you can go only to the right. Although you can reach the end of the level by going to the right,

there is another path. If you fly up the left wall of the very beginning, you'll find a platform. Hop on it, then run right.



If you completed the ghost house by finding the platform, then you'll see a secret path to the north. It leads to a room that contains no enemies at all — just lots and lots of power-up goodies. You can visit here whenever you want.



Even if you don't interact with the Mario, he has a few unique tricks of his own. For example, if he holds a blue turtle shell in his mouth, he grows little wings and can fly until he needs to swallow.



This little Goomba soldier is finding out the hard way what a golden shell does to Mario's little dino. As long as he's holding the shell in his mouth, your dinosaur is powered with a super-strong stomp.



The boss of the second castle walks across the ceiling, then drops on top of you. Run ahead quickly to avoid getting stomped, then jump on his head as he runs by you. It only takes three hits to defeat him.



There's an alternative way to complete level 2 if you don't like the path we chase. From the first action scene in area 2, you can go out into the middle of the lake.





There's a P-block at the bottom of the lake. Carry it until you come to a keyhole. When you stamp on the P-block, the bricks turn to coins, enabling you to pass through and reach the key. Now swim back to the keyhole to clear the stage.



If you complete the lake scene by using the key, a path is cleared to the second ghost house. After a little exploring inside the house, you find another P-block.



Carry the second P-block to the right until you reach these bricks. After making sure that there aren't any ghosts around, go ahead and stamp on the block...



And blocks appear that form a bridge on which you can stand to bump the center block above your head. A vine grows out of this block.



The vine grows longer until it reaches a platform that extends to the right. Quickly run to the right and enter the blue door before the time expires on the P-block. If you arrive too late, the door disappears.



There's a ghost spook inside the blue door — along with a few of his soldiers. Pick up the blocks that you're standing on, then throw them at the ghost. Remember: Always face the other little ghosts so they'll behave.



Why would you want to travel this alternative path when the first route was so much easier? Here's your answer: When you return to the map screen, a star has appeared underneath you. Stepping on it will take you to a place that all Mario fans love to visit...



...the warp zone! You can access the warp zone (called Star World in the game) from numerous

places throughout Mario World, but we'll leave those for later. In future issues we'll continue our romp through Super Mario World and reveal more of its closely guarded secrets.



## BEETLEJUICE

Gary Meredith

**Y**ou know, there's never a bio-exorcist around when you need one. And the Maitlands really need one.

No sooner has the couple died than strangers move into their home. The Maitlands want these pesky living beings out, but all the reputable exterminators

are booked for the next few millennia. Desperate times call for desperate measures — and super-desperate times call for Beetlejuice. Maybe the guy's just been given a bad rap. It's probably not even his fault that disaster seems to follow him around. Yeah, right.

In *Beetlejuice*, you must help the infamous "ghost with the most" rid the Maitland house of the insufferable Deetzie family so that he can go on to his "just" reward. And the hereafter in this game is just the sort of place where

a guy of Beetlejuice's obvious refinement and impeccable wardrobe will be appreciated.

To clear the house of Deetzes and earn his way into the afterlife, Beetlejuice must storehouse different Scares — and no Scare is too small for his inventory. He can get Scares by collecting "Help" vouchers, then trading them in on the various frights.

Most of the vouchers are earned by stomping and squashing things such as beetles (which also provide energy for our guy) or flies — although he can

destroy ghosts, octopi, and whirly skulls for vouchers as well. And collecting poison bottles really pads the voucher total.

Don't pass up a single voucher — Beetlejuice requires different Scares for all the situations he manages to get himself into. Inaccessible areas, for example, call for the Birdman Scare,

### HINT

Don't be discouraged if you visit a Scare shop and don't see what you need. The stores are stocked at random, so try leaving, then coming back in. The selection will have changed, and maybe this time, the object you need is in stock.



Before Beetlejuice can get into the Maitland house, you must find its key in the village. You also need to locate the Handbook for the Recently Deceased.



As gruesome as ever, Beetlejuice jumps at the chance to redeem himself by ridding the Maitland house of its infestation of Deetzes.



Keep moving to the right until you find these clouds — and the key to the house.



Try not to become one of the hunted yourself. And although Beetlejuice probably needs a bath, this is definitely not the time or the place.





Once you've picked up enough Help vouchers, it's time to seek out the familiar entrance of a Scare store. Here, you can buy extra lives—plus all the different Scares you need to clear the house of Deetzies.

You must eliminate all these beehives before you can meet the boss, but if you've got the Skeleton Scare, you should have no problem. After all, if you don't have skin, you can't be stung.



which gives him impressive jumping ability. The Two-headed Man Scare is just perfect for those holidays on Saturn when the sand worms are

too much to bear. And don't forget the Snakeman Scare—the super-serpent is Beetlejuice's best all-around Scare, so try to stockpile it.

Beetlejuice begins his adventure in the village, where he must find the key to the Maitlands' house and recover the *Handbook for the Recently*



With the beehives out of the way, open the door to the last garage. While you're here, you might as well have a little fun and stomp on a few bugs.



Otto, the interior designer, has picked out the perfect shade of color—and if you're not careful, he'll spray it all over you. Try to attack him as soon as you enter the room.





This cruise down the storm drain is one of Beetlejuice's favorite holiday excursions. The platforms hold several extra lives.

The storm drains also contain lots of ways to pile up points. Bugs are rampant, and who knows what could be lurking in those caves, just waiting to be scared.



Decessed. From there, he makes his way through the storm drains and into the Maitland house (and beyond, if you count the graveyard and the

penalty round on Saturn). Once he's rid the house of the dreaded Dreetzes, he can go to the afterlife waiting room. There, Juno — that un-heavenly advi-

sor with the smoking problem — awaits to rule on Beetlejuice's passage to the *real* afterlife.

This videogame contains many

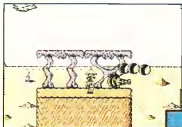


Be sure you've already picked your Scare before you enter here. The football player is tough, but you can take him if you move toward him the instant you enter the room.



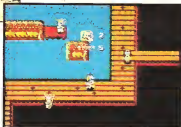
Once inside the house, your best plan is to keep moving to the right so you'll stay out of trouble. For example, the door on the left whisks you to Saturn for some sandworm fun.





If you're unlucky enough to be transported to Saturn, the best thing to do is stay calm, watch the patterns of the sandworms, and use the Two-headed Man Scare. Look for extra lives in the clouds.

"Safely" back in the house, you're up to your neck in Deetzies. The newly-deceased Matlands are whining, too. Somehow, you've got to clear out this place.



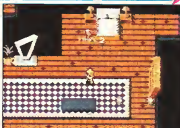
of the scenarios that made the movie so popular. You'll almost think that you hear Michael Keaton in the background. But be warned that accumulating help vouchers may become te-

dious. One of our game experts ended up holding down the button on a turbo-fire controller with a rubber band to let Beetlejuice stomp bugs overnight! But even the repetition

shouldn't detract from your enjoyment of the game. Beetlejuice should keep you stomping, scaring, and laughing for a long time.



While the roll of paper you find in the bathroom would appear to be important, it's really not. The door to Saturn, however, should grab your attention — it's chasing you.



Beetlejuice doesn't know much about art, but he knows that these hideous sculptures are actually portals to different areas of the house. You may want to map these.





Pick up as many vouchers and lives as you can while you're in the graveyard. You need all the items you can find — but even those probably won't be enough. You can carry only nine lives at a time.



## HINT

Scare shops can also be useful in a not-so-obvious way. For a short time after you leave a shop, you're invincible. This is a helpful bonus — especially if you're getting low on energy and lives. You can also renew this invincibility as many times as you want.

Inside the graveyard tower, your primary objective is to find the chalk. Before you can get into the waiting room of the afterlife, you must defeat the Grim Reaper, then use the chalk to draw a door.



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Several Scares work well with the Grim Reaper, but perhaps the Ogre Scare is most effective. Just keep advancing toward the boss, while being careful to avoid his fiery blasts.



This guy's not just hanging around — he'll help you find Juno. You need the tickets you collected in the graveyard to gain admittance to the processing area.



## CONQUEST OF THE CRYSTAL PALACE

Gary Meredith

**F**ifteen years is a long time to wait for revenge — especially when you barely remember why you want vengeance in the first place. You do know that many years ago you were transformed from a young prince into a six-month-old commover by Zaras. This evil wizard also changed the palace guardian, Zapolis, into a dog, then banished the two of you from the kingdom of Crystal Palace.

Why would anyone want to disrupt the peaceful life in Crystal Palace? Zaras had decided that no one should enjoy life as much as the citizens of Crystal Palace. Not only did he transform you and Zapolis, but he also killed your parents and spirited the population of the kingdom to galactic parts unknown. Not to mention that he's made you go through puberty twice

You, as Prince Farron, have waited 15 long years to return to Crystal Palace. With Zapolis (as Zap the dog) in tow, you must fight through four preliminary stages before you make it back to Crystal Palace and enter one final showdown with Zaras.

The first stop on your journey is Mount Crystal, where you meet the swarming Kellox, batlike creatures with barbed tails. Things only get worse from there, as you travel to the Realm of the Guardian, the Lair of the Hungry Ghosts, and the Gateway of Flame — all before you can re-enter The Crystal Palace.

You're armed with only a sword until you accumulate some cash and visit Kim's shop and training center. Kim appears from time to time, offering weapon upgrades, potions, and other special equipment. She can train you to use the various weapons, and she also operates her own little news

### 

When fighting The Desire of Fire in stage four, experiment with fighting from different places on-screen. There's a special safe spot from which you can attack without risking life and limb.



After you've customized your stats by choosing a power-up crystal, you and Zap head off on what proves to be a torturous journey back to your homeland.



Mount Crystal is far from Crystal Palace. But even here, Zaras' evil influence can be seen in the dozens of deadly creatures he commands.



This understudy from *Little Shop of Horrors* must quickly be destroyed, or else it releases deadly spores. Be careful — with your present weaponry, you must get in close to do the job.



When Prince Farron turns 15, his faithful dog, Zap, reveals the story of their present circumstances, and the need for revenge. Some birthday present!





Try to avoid touching the ooze from these drain holes. This particular kind of toxic waste is evidently quite deadly to royalty.

Kim is often a sight for sore eyes—especially just before a difficult battle. Just make sure you've got some money before you try to make a purchase.



network, QNN, which keeps you posted on what lies ahead. Be sure to read Kim's news flashes carefully—the smallest bit of information could prove critical. But don't

try to buy items if you don't have the cash, or else the proprietress tosses you out on your ear.

There are a couple of areas when enemy attacks come fast and thick.

That's where Zap comes in. If you've trained your trusty mutt with a dog whistle bought from Kim, and if you keep him nearby and well-fed, he can pounce on a few enemies



While you're in the store, you definitely should check one of Kim's sidelines, the QNN news service. Listen well because she may provide some helpful information.



At the end of the first stage, you meet this death-dealing duo. Take on the chunky fellow, Kentaar, first. Jump down to attack, then jump back up on the ledge for defense.





To defeat Kellix, stay near the bottom of the screen, to the far left or right. You must time your sword swing for the very top of your jump to hit the villain.

The creatures of the Realm of the Guardian stage seem friendly; even the floor wants to shake hands. But believe us — this is one greeting you should ignore.



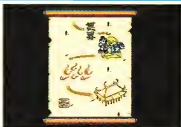
while you're busy with others. In fact, taking Zap into your battle with Zaras can mean the difference between the thrill of victory and the agony of defeat.

If there is a main skill to develop in *Conquest of the Crystal Palace*, it's good timing. There are umpteenth places where you must make a perfect jump or die the death of the uncoordinated.

This is especially true of the Gateway of Flame, where platforms that move in different directions with distinct speeds and angles make leaping a real adventure.



Kergon is big and tough, but you can defeat him if you and Zap work together. Before tackling this big guy, make sure there's a dog whistle and a wave sword in your possession.



The map shows your progress. From the Realm of the Guardian, you must travel into the Lair of the Hungry Ghosts. Can you guess what they're hungry for?





The more expensive the weapon, the more effective it is. But to benefit from its power, you might need to learn some fighting techniques from Kim.

Surviving the lair is no easy task. Not only must you navigate across the moving cloud platforms, but you must also withstand harassment by Zara's goons.



Despite *Conquest of the Crystal Palace's* outlandish plot, it's a very enjoyable game. The graphics are above average, and Zap makes a

cute and interesting companion. There's a lot of violence, but it's directed at fantasy creatures instead of humans. The music is good, and char-

acter control is smooth. So what more could you want? OK, besides a realistic plot...



There's no single boss at the end of the lair. Instead, creatures under the Will of the Ghost converge and attack you.



The columns of fire in the Gateway of Flame stage appear from all directions. To avoid this fiery stalagmite, move quickly to the far edge of the platform.





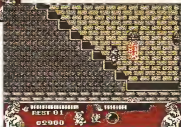
Yes, you too can destroy dismembered heads for fun and profit. It's a dirty job, but it's a good way to line your pockets before your final visit to Kim's shop.



## HINT

As an added bonus for *burden*, depending on how you look at it, your mission includes finding the Crystal Princess. Kim hints that the princess may be somewhere on Mount Crystal, but she's really at the bottom of one of the ravines in the Realm of the Guardian.

There's a trick to descending these mazelike staircases. Climb down four flights, then jump onto the wide step at the bottom of the fourth flight.



### Asmik

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Get through this room as quickly as possible, or you're likely to acquire several new, rather painful body openings. Be strong — you're very close to your goal.



To battle Zoras, try our "kitchen sink" strategy — throw everything you've got at him and keep your fingers crossed.



## DESTINY OF AN EMPEROR

William R. Trotter

**D**uring the second century A.D., China was divided into numerous small kingdoms, each generally in a state of continual warfare. One of the worst perils to law and order was a horde of warlord-bandits known as the Yellow Scarves. So great was their power that no opposing warlord could muster the strength to challenge them.

Perhaps you can be that challenging warlord—but only if you succeed in mastering the complexities of Capcom's *Destiny of an Emperor*.

You can elect to be Liu Bei, a solid, well-rounded leader with royal blood in his veins and a legitimate claim to being emperor; or Guan Yu, a less versatile leader but a tiger in battle, and a general capable of commanding a truly powerful force.

During the game's early stages, Liu Bei, Guan Yu, and the other good warlords are united in their campaign to wipe out the Yellow Scarves. In later stages—after much progress has been made against rebels, bandits, and coastal pirates—rivalry breaks out between the warlords, and they begin to strive against each other. After all, there can only be one emperor...

After each successful victory over a bandit chieftain, you earn experience points, gold, and (sometimes) provisions. The latter two commodities are needed to feed,

arm, and equip your growing armies; the experience points are necessary if you're to advance to high levels of power and skill.

As you advance, you acquire offensive and defensive tactics which can spell the difference between victory and defeat—if you employ them

### HINT

To free King Liu Zheng from prison, you should talk to him. He'll tell you that the door is weak. You should stand on the door and press up on the directional pad of your controller. If you do this six times, the door should disappear.



Few Nintendo games have as many characters as this one—keeping all the Chinese names straight is a chore.



Remember: Even though you're carrying weapons, you can't use them in combat unless you first enter the Equip command.



More people volunteer to join your force than you can use, so be selective.



Before leaving your home village, talk to the citizen at the bridge. He gives you your first supply of money.





Battles are resolved on this rather odd-looking screen. Gang up on your strongest opponent first.

Your first destination should be this walled city to the west.

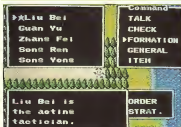


at the right time and under the right circumstances. Actually, these "tactics" aren't military in background; instead, they correspond to the magic spells and power-up bonuses found

in more conventional NES quest games.

Between bouts of bandit-bashing, your party can return to an inn, and — for a very modest fee — each general

can restock himself with troops. In the same vicinity, you can buy special potions and items from a merchant and liquidate unwanted items for cash if you're strapped for oper-

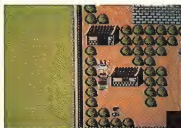


Always put your strongest commanders at the front of your formation.



Here in Xu Zhou, you can save a game, visit merchants, and put party members into reserve (or retirement, if they're really turkeys!).





You can recruit a valuable new member for your army inside this hut.

If you stay overnight at the inn, your bottle losses are restored — quite a bargain for six gold pieces!



ating funds. You can also visit the town historian and have him store your game. Up to three games can be stored at one time, which enables you to try several different ap-

proaches to the game without rising losing progress.

*Destiny of an Emperor* is a very big game. There are 50 experience levels, dozens of large geographical areas to

explore, and literally tens of thousands of bandits to slaughter. So taken on its own terms, *Destiny of an Emperor* is a vast, subtle, and intriguing game. But it isn't a true



Be sure to stock up on food before returning to the wars.



The historian records your stats before saving the game, he also tells you how many points you need to reach the next experience level.





Be sure to pay your respects to the king in the palace at Zu Zhou.

North of Zu Zhou is the stronghold of Zheng Liang. Don't attack him unless you've gained several experience levels.



strategy role-playing game. If you're expecting another *Nobunaga's Ambition* or *Slayers the Ruler*, you're going to be disappointed.

And unfortunately, the game

manual doesn't give you a clue as to the peculiarities you'll encounter in this original but decidedly odd game-system. So while *Destiny of an Emperor* is a fascinating and very different kind

of game, it may not find the audience who'll appreciate it because of the way it's being marketed. Too bad.

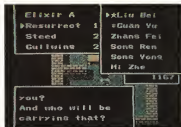


Use tactics to destroy the most powerful enemy leader, then enter into ordinary combat against his weakened followers.



Some of the Yellow Scarves are more belligerent than others — usually the strongest and most dangerous ones.





If you lose a valuable warlord in battle, you can always resurrect him with the proper spell — if you can afford to purchase it.

Whenever you enter a room, be sure to use the Check and Talk commands to learn all you can.



## HINT

You won't be able to enter the land of Shu unless you have Zhu Ge Liang in your party. Go to his house and talk to the person there to find out where Zhu Ge Liang has gone. You'll have to follow him to several different cities before finally finding him back at his house. But don't wake him up — he's already finished his nap.

### Capcom

3303 Scott Blvd., Santa Clara,  
CA 95054



Zhang Bao guards this village — he's a major Yellow Scarf chieftain. You'll earn lots of points for besting him.



You should search for a treasure chest containing valuable weapons in this encampment.



## **DICK TRACY**

Lisa M. Boucheay

**A**cedetective Dick Tracy is sure that Big Boy Caprice is the brains behind the crime wave that's drowning the city, but he's finding out that knowing who to blame and putting the mastermind behind bars are two entirely different matters.

In Bandar's *Dick Tracy*, a two-way wrist radio is tuned to your frequency as you don the crack crime-fighter's yellow trenchcoat and pound the pavement in search of bad guys. Solve a series of five crimes, and you'll have all the hard, cold evidence you need to put Big Boy away.

The game has three main areas of play: an overhead view of the city, side views of building interiors, and information screens. A notepad and mug book are included in the info screens and are accessible from any of

the police stations scattered throughout the city.

When the game begins, your notepad lists the crime under investigation and the game's first clue. As you uncover additional clues, they appear in the notepad in the order you should have discovered them. You won't be able to make an arrest stick

unless the notebook is filled with evidence against your prime suspect.

If you're stuck on a clue, open the mug book for a profile on your main suspects. This screen identifies

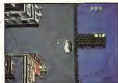
Big Boy's known accomplices, pinpoints their last known location, and might help you analyze a clue or find a crook.

When Tracy hits the street, the game shifts to the overhead view of the city—but the streets in this city are tough. Snipers try to pick you off from the rooftops, and you might find yourself in a high-speed chase or two.

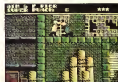
Each clue you find tells you which location or criminal to look for next. Check out the mug book if you have trouble deciphering a clue.



Avoid the fire of rooftop snipers by staying in the squad car, or use the car as a shield and shoot back. If you kill a sniper, he won't reappear during that case.



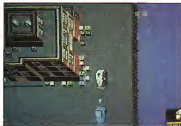
The alphabetic street names increase as you move toward the top of the screen, and the numbered street names increase as you move to the right.



A knockout punch leaves the bad guys down for the count.







Chances are that at some point you'll end up on a high-speed chase through the streets of the city. You must hit an enemy car 20-25 times to stop it.

While you're clearing an area of thugs, you might find evidence for the crime you're investigating. The clues are all clearly marked — but some of them are well-guarded.



Riddle the criminal's car with at least 20-25 shots to stop it, but be careful. If your car is hit by too much gunfire, you're pulled off the case.

The game switches to the side

view when you enter a building and are met by fist-fighting and gun-toting bad guys, plus watchdogs and sewer rats. Fire on the armed criminals, but remember that if you blast an

unarmed bad guy, you lose one of your four badges of energy. If you return to a police station with half a badge or less, you receive up to one full badge of power in exchange, so



Following up on each clue you find leads to the next bit of information needed to solve the case.



Special weapons and devices are hidden in crime scenes throughout the game. The tommy gun adds a rapid-fire machine gun to your arsenal.





You can enter any building at any time, but you'll only be able to explore buildings that hide clues or criminals. To leave a building and return to the street, find the clearly marked exit.



Defend yourself by firing on armed criminals, but remember that your supply of ammunition is limited. If you run out of bullets, pick up a new clip at any police station.

there is less risk of dying.

While you're clearing an area of thugs, you might uncover evidence or a bad guy to haul in for questioning. When you apprehend a criminal,

the screen shifts to the interrogation room, and you must decide whether to arrest or question the suspect. If you arrest the right mastermind, he ends up behind bars, and

you get the first clue in the next case. But if you arrest the wrong thug (or try to interrogate a criminal not involved in the crime), you won't receive any information and



As you uncover clues in each case, they're listed in the notepad in the order you should have discovered them. Your notebook must be full to make an arrest stick.



The mug shots screen reveals the name and job of each of Big Boy's cronies along with their last known location. This is a good place to look when you're trying to find a suspect.





You can try to avoid their fire, but the bad guys can duck and shoot as well as you. Move slowly and try to stay near the top of the screen so you can see them coming.



Hearts are first-aid symbols in this game. When your energy runs low, grab the heart symbol so your energy will return to a four-badge level.

must set him free.

Players of all ages should enjoy this arcade adventure — it's a step above the average cops and robbers

shoot-em-up games. Loosely based on last summer's hit movie, *Dick Tracy*'s graphics are crisp, clean, and colorful (if a bit repetitious), and the search for

clues and criminals adds a nice twist to the usual kill-or-be-killed game theme.



The closer you get to the big boss, the tougher the bad guys get. The unarmed thugs are easy prey early in the game, but they start fighting back during later cases.



Madonna she isn't, but *Breathless* Mahoney is still Big Boy's best-looking caddy. When you pick up a bad guy, the screen switches to the interrogation room.





Firing on unarmed bad guys only saps your energy — you must get by them using brute strength or a knockout punch.

## HINT

Remember where you find weapons and ammo so you can find your guns that quickly when needed. It's a common repeat trips to that building to check up on your stock and have enough ammunition for any kind of sticky situations you encounter.



Avoid any dogs you might encounter. If they touch you, you lose energy. Instead, defeat the dogs by punching or shooting.

### Bandal

12851 East 166th Street, Centos,  
CA 90701



When you arrest the right criminals, they're put behind bars — it looks like Big Boy's going up the river for a long, long time.



Lock up Big Boy, and you'll become the toast of the town!



## FLYING WARRIORS

Richard Lashley

**T**he stars twinkling over Hong Kong have remained basically unchanged as long as there have been eyes to watch them. But tonight the sky is different. A red light pierces the settled pattern of the stars — a light that quickly stains the sky crimson. Something is wrong.

Earth is about to have a visitor — Demonyx, a fiendish demon who has attacked the planet once before. Demonyx and his devilish troops are back, and their goal is the same: to blast the world into a smoking cinder. However, plans had been made in anticipation of Demonyx's return, and the arrangement is now quickly put into effect.

All those eons ago when the invaders first attacked Earth, they were repelled by the champion of the Light

Dimension, Dragonlord. This brave warrior imprisoned Demonyx in the Mandara Talisman, a prison cell constructed of powerful magic. But Dragonlord was afraid that someday Demonyx would escape his galactic prison, so he selected five fighters — Rick, Mary, Hayato, Greg, and Jimmy — to guard Earth.

In *Culture Brain's Flying Warriors*, you must help the guardians reconstruct the Mandara Talisman by finding its scattered pieces, then seal Demonyx

inside the cell forever. If you're new to martial arts games, you might want to play the game on its beginner level so you can enter the Practice Mode, which lets you polish your moves when your life's not at stake.

While you're in beginner level, targets appear on your opponents so you know where to strike. However, targets appear on you, too, so you



in stage 1, clumsy zombies tramp through the mountains outside Hong Kong. Be aggressive and attack them first so they can't surround you.



When you're exploring caves, watch for helpful items or people who might have information. The damp air in this cave is zapped dry as you battle this goblin for the Angel Robe.



Nothing good comes easily — especially saving the world. Take advantage of the Practice Mode to develop your skills and earn valuable experience points.



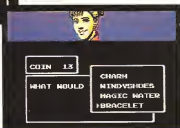
Defeating a Tusk soldier is difficult, but victory is often rewarded with pieces of the Mandara Talisman. You receive the Sword of Vijaya if you vanquish Rakon in stage 2.





You can buy items at Shunraa's shop with the coins left behind by some of the enemies. Be sure to ask about the bracelet — you need it to fight the Phantom Boss.

The R symbol freezes your opponent, making him an easy target for your attack.



need to learn — and learn quickly — how to block your enemies' blows. During these tutorial sessions, a controller at the bottom of the screen highlights the buttons you should push to attack your competitors or

defend yourself. Anyone who has played Culture Brain's earlier game, *Dragon Warriors*, is familiar with this system, but no one will have trouble learning the trick throw, spinning ground kick, cosmic saucer punch, or

other moves featured in *Flying Warriors*.

Once you're a martial-arts master, you (and up to seven friends) can compete in the Tournament Mode against tough oppo-



The bracelet is hidden in the Dragon Cave — a dangerous trek away. But this Mystic Crystal makes you temporarily invincible, which in turn makes jumping a little easier.



These platforms are slippery, so use your spin-cyclone kick to jump. Timing is crucial!





Journey to China in stage 3 to enter in a kung fu tournament. If you don't win these matches, Mary and Hayato, your fellow guardians, won't be able to join you.

Demonyx hates to see an honest competition. His elite Tusk soldiers disguise themselves to enter this tournament. But the vicious fighters don't want fame or glory — they want you.



sents. But after all the trophies are handed out, it's time to save the world.

In the Battle Mode, you venture through a dangerous horizontally

and vertically scrolling landscape that's overrun with zombies, bats, and other visions of terror. You begin your hunt for Demonyx with Rick, but the rest of the group joins you later. The

characters have limited uses, however, which is a drawback. When you're fighting goons and beasts, only Rick is available. The other four guardians enter the battle only



Demonyx's Black Fog stretches over Hong Kong like a blanket. You must travel to a mysterious lab in Peru to find out more about the fog. Only Rick can handle the jungle.



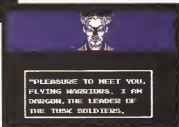
Nature's beauty is lost once you enter the secret laboratory base — you're immediately attacked by an armor-plated guard. Wait until he turns away, then kill him.





Narga is one of Demonyx's prize warriors. Use all the guardians to win this battle of wits. You must out-think the fighter and cast Mystic Spells to penetrate his barriers.

In the lab, Dargon (one of Demonyx's top commanders) informs you that this trip was a trap. Now you must chase Dargon to New York City and face him in a challenge match.



to fight bosses and Tusk soldiers, Demonyx's elite warriors. With these limitations, it takes great strategy — and a little luck — to find allies, obtain power-ups, locate the

talisman pieces, and reach the final brawl against Demonyx.

More than a simple scrolling arcade game, *Flying Warriors* should appeal to role-playing fans and mar-

tial-arts enthusiasts alike. Few other games can offer such an interesting combination of mental and physical tests.

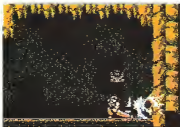


The New York City challenge match in stage 4 is packed with Dargon's friends. Watch out for Harken's Phantom Dance — he isn't embarrassed if he squashes a few toes.



Dargon has the Orb of Justice, but you can bet your wings that he's not just going to give it to you. Dodge his fireballs and grab that bottle of Magic Water.





Next stop — the New York City sewers. Even though your team is assembled, Rick must handle this electric wolf alone. Stay underneath the key hanging on the wall and kick. When the wolf jumps into your trap, grab the key and head for Demonyx's Underground Palace.



## HINT

This game's scrolling landscapes contain many treacherous jumps and turns. The most difficult terrain is probably the path to the Dragon Cave. When returning from the cave, use a Windyshoes charm to fly back to Shunran's shop. The going is easier there.



## Culture Brain

16315 N.E. 90th Street; Redmond, WA 98052



Sometimes a warrior asks to fight a certain opponent. Use Rick against Selenec, the first Moon-Light warrior, then listen to your teammates' advice about the other goons.



When you reach the doors to the Underground Palace, you know that Demonyx is near. The final clash between the Light and the Dark Dimensions awaits.



## GAUNTLET II

Stephen Poole

For someone unfamiliar with videogames, *Gauntlet II* might sound like the sequel to a Clint Eastwood movie. Game fans will recognize it as a sequel, too — not to a movie, but to the enormously successful *Gauntlet* from Tengen. Those same players will be happy to learn that Mindscape's excursion into the Dark Dungeons retains all the ingredients that made *Gauntlet* such a hit in the arcades and for the NES.

*Gauntlet II* is played exactly the same way as *Gauntlet*. Every level (and there are more than 100) is a maze, and your task is to explore each one in search of treasure, magic potions, and amulets that give you special powers. But there's more involved here than just finding a way to reach the goodies. These mazes make up the Dark Dungeons, and the local monsters, ghouls,

and ghouls are determined to keep everything right where it is.

You can play as one of four heroes, each possessing unique abilities. Thor the Warrior has excellent shooting power for direct attacks; Thyra the Valkyrie's shield offers her maximum protection from enemies; Merlin the Wizard can use magic to destroy almost every enemy in sight; and Questor the Elf has the speed to dodge in and out among enemies.

Although *Gauntlet II* can be played by a single player, it's really designed for at least two players. With an NES Satellite or NES Four Score adaptor, up to four players can compete at once — although compete may not be the right word, since teamwork is necessary to overcome many of the hazards you encounter.

Form as balanced a team as possible. While Thor can destroy your run-of-the-mill goblin or grunt, only

### HINT

Treasure rooms are a great place to take in the loot, but if you don't get out before time expires, you lose all the treasure you've collected. Try moving clockwise along the boundary of the maze — the exit is almost always located near the maze's outer wall.



The icon in the lower left of the screen gives you reflective shots. Be careful not to shoot the jug of life-replenishing cider, marked with x's.



Blue bottles are magic potions that enable you to destroy monsters and monster generators.



Sometimes you can go to secret potion-dilled rooms by following a hint given at the start of certain rounds. Here, the red warrior is about to pick up a potion for extra armor.



Those glowing white tiles are actually traps that open walls. In level 1, you must activate these traps to reach an exit that warps you to level 6.





You can destroy monsters and monster generators with no danger to yourself by shooting through the cracks in these sawtooth-shaped walls.



Transportability lets you pass through any solid object. By starting at the end of a wall and moving forward through it...

the magicians' spells destroy all the monsters on the screen. Merlin and Questor can also use their magic to destroy Death, who not only is impervious to normal weapons, but also steals the most health points.

Your character's life force is measured in health points, which steadily decrease over time. Any hit you take from an enemy costs you even more health points. Luckily, grabbing the food and cider scattered throughout

the dungeons replenishes your health — as a matter of fact, even food and cider that has been poisoned is useful: You can shoot it to slow enemies down for a few seconds.

If your health points reach zero,



...you create a row of gaps so your fellow heroes can make a quick escape. You can also use it to make entrances to areas that would normally be unreachable.



Treasure rooms are chock-full of booty, but don't get too greedy. You lose all the treasure you've collected if you don't find the exit before time expires.





Dragons rarely appear, but they're the toughest foes you can meet. One player should distract the dragon while the other attacks.

Stop shooting as soon as you've slain a dragon because you may accidentally shoot the special potion that appears when a dragon dies.



your character dies, but there's no need to fret. You can get right back into the game, either as the same character or one of the other three heroes (more than one player can use the same character).

Your enemies are created by monster generators, so one of your main goals should be to destroy every monster generator you find to prevent more monsters from replacing the ones you've destroyed. With most of

the enemies out of the way, and with no more being created, you can search for magic potions and food—and not put your character at risk.

After you've cleared more than a hundred levels, you'll probably think

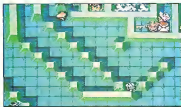


While it may look foolish for Merlin to let Death drain his health points, it eventually clears the way for Questor to grab an unguarded magic potion.



If a hero dies, his entire inventory is left behind. Thor has replaced Merlin and can pick up the keys piled in a heap in the middle of the screen.





They may look like starfish, but they're really amulets that give you special powers. These provide temporary repulsiveness, causing all your enemies — even Death — to flee at your approach.

Sections of walls that look slightly different can be destroyed by repeated shots. You can often get to hard-to-reach places by blasting through these weak spots.



you're nearing the end of the game — but think again. *Gauntlet II* has an unlimited number of mazes, which is great for those who want a game

they can play forever, but not so great for those who like splashy endings. But if exploration is your thing, grab a friend, head for the dungeons, and

prepare for endless battle against the evil creatures that inhabit the world of *Gauntlet II*.

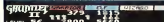


Questor needs the blue potion inside the locked gates, but let Thor lead the way. His tough skin absorbs damage well, and he can also destroy the ghost generator faster.



Grab the chow and get out of there! You've nothing to gain by opening the locked gates that imprison the ghosts, and the acid puddles are impervious to weapons or magic.





The red warrior stands beside a transporter, which can take you to places you otherwise couldn't enter. Traveling through a transporter also destroys any enemies standing around you when you materialize.

If you kill the dragon on level 56, you'll find he's left behind a special potion for extra speed. Be sure to give it to Merlin or Thor, the slowest of the heroes.



## HINT

Some of the hints you're told to follow in order to enter a secret room are really exercises in futility. Since they won't help you gain entry to secret rooms, don't pay attention to these messages. "Don't use invulnerability," "Watch what you shoot," "It would be nice," and "Be pushy."

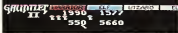
## Mindscape

(a division of The Software Toolworks)

60 Leverant Court, Novato, CA 94949

## LEVEL 57

ALL WALLS ARE INVISIBLE  
TO ENTER A SECRET ROOM:  
WATCH WHAT YOU SHOOT



Sometimes you receive messages before entering a level. If you can't figure out what "Watch what you shoot" means, don't worry — it's a false hint anyway.



If Qaestor touches the glowing disk to his right, he becomes "It," and every monster will be attracted only to him until he leaves the level or touches another player.



## THE HUNT FOR RED OCTOBER

**T**he future of the world rests in the hands of a madman — at least, that's the picture painted by the Soviet government when one of its top Naval officers decides to defect in the Soviets' most advanced boomer (ballistic missile submarine), the *Red October*.

Because of its revolutionary new caterpillar drive system, which makes it nearly undetectable by radar, *Red October* is a powerful war weapon. Marko Ramius, once the Soviet Navy's most trusted submarine skipper, has decided to restore the balance of world power by handing *Red October* over to the U.S. The Soviets will do anything to keep their strategic edge, so they pretend that Ramius is insane and is planning to start World War III singlehandedly.

In *The Hunt for Red October*, you're Marko Ramius, commander of the

submarine that could either destroy the world or save it. Somehow, you've got to thread your way through obstacles — both natural and man-made — as well as through the best ships the Soviet Navy can throw at you. Still, *Red October* features the most advanced offensive and defensive weaponry. The sonar array gives you

ample warning of each attack. And the Soviets can't detect their own caterpillar drive any better than the U.S. Navy can.

You begin the game by attempting to slip out of port, negotiating the maze-like lock system outside the Soviet submarine pens. The rest of the Soviet Navy is already on to you, so you can expect heavy opposition from the start. *Red October*, however, is a technical marvel — heavily equipped with torpedoes, missiles, and the latest in electronic countermeasures (ECM).



### HINT

The homing torpedoes on Soviet attack subs have a fairly short range, but they're very accurate close in. They are, however, not very quick at changing direction, and so can be lured into rocks and other obstructions. Natural formations can be used to destroy enemy subs as well.



Take care when passing through the lock doors — and go through as quickly as possible. If the doors close on you, they'll cause considerable damage.

Gary Meredith



You can navigate around the gun emplacements, but you may have to destroy a few of them in order to reach some of the icons.



Each set of lock valves has a different actuation routine. Before trying to make it through the valves yourself, study their patterns.



It will take more than a few torpedoes to blast through the main lock at the end of the dockyard channel, but keep at it until you've made an opening large enough for *Red October*.





HIGH SCORE 14225 VS. 14225 THIS GAME

RED OCTOBER LAST SEEN  
LEAVING DOCKYARDS

Now in the open sea, *Red October* is no longer a mystery to the U.S. Navy. Somehow, U.S. ships must intercept the super sub before the Soviets can destroy it.

Back in Washington, presidential advisor Felt demands an explanation for the increased Soviet naval presence in the North Atlantic



AMBASSADOR! THE SOVIET  
NAVY HAS PUT TO SEA IN  
DEMAND AN EXPLANATION!

With subs, surface ships, and planes after you, you can expect to use up your arsenal fairly quickly. Fortunately, you can grab special icons along the way to replenish your

weaponry or to repair and refuel your submarine. While some icons are just floating around, others must be uncovered by destroying enemy ships. You can also upgrade your weapons'

capabilities, although these upgrades are only temporary.

After leaving port, you head out to open sea and into the North Atlantic, where razor-sharp icebergs



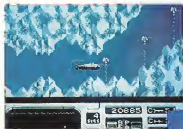
IT IS AN EXERCISE  
YOU IT IS HAVE TOLD  
AN EXERCISE!

While the Soviet ambassador is as much in the dark as his U.S. host, he still has his orders from the Kremlin — and a rather flimsy explanation for Polt.



Among the ice packs of the North Atlantic, nature becomes as great an enemy to Ramius as the Soviet Navy. If you've got plenty of torpedoes, it's best to blast your way through.





You must destroy these mines before passing, but watch out for the falling ice that might be dislodged by the mine explosions.

The one vulnerable spot of this underwater installation is within the narrow passage near the top. You'll know you've hit the correct spot when cracks began to appear.



threaten to peel open your hull. Then it's on to the tropics, and finally to a region filled with strange crystals.

At the end of each stage, you must take on a supership or an un-

derwater installation before you can advance to the next theater of war. Before you can finally turn *Red October* over to the U.S., however, you must hunt down, within a limited

amount of time, the bombs a sub-  
tear has planted in the missile bays of your sub.

Although based on a complex 1990 movie, which in turn was based

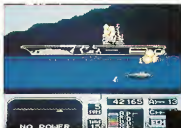


As surface ships and planes join the attack force in the open sea, *Red October* is fair game for attack from under, on, and over the ocean.



Depending on your arsenal, you can stay close to the surface and take out the ships and planes, or dive where you have only enemy submarines to worry about.





To take out the super carrier, you must use missiles to pound away at the weapons bays on the sides of the ship. Don't forget, however, that attack subs still lurk around you.

When it appears that the Soviet Navy won't be able to destroy *Red October* by itself, the Soviet ambassador tries to enlist the help of the U.S. with another fabrication.



IT SEEMS THAT ONCE AGAIN  
ONE OF OUR SUBMARINE  
COMMANDERS IS INSANE  
THE INTENTION TO CLOSE THE  
GATES OF THE UNITED  
STATES AND TO LAUNCH  
A NUCLEAR ATTACK.

on an even more complex novel, the videogame is only loosely based on either. Still, *The Hunt for Red October* is a well-done scrolling arcade game, with an additional bomb-defusing sequence that moves horizontally

and vertically. And the connecting scenes between the U.S. president's advisor and the Soviet ambassador link the game to its predecessors.

*The Hunt for Red October* is an easy game to get into, even though you'll

probably think that more than just the Soviet Navy is after you once the missiles start flying.



As you approach the end of this stage, you must come close to the surface, where a treasure trove of icons can be found. You need every one of these weapons for your next fight.



Knocking out just one of the modules in this underwater installation won't do the job. See why you needed all those extra torpedoes?





In the Crystal Zone, you must contend with falling crystal shards which could open up *Red October* as easily as you open a can of tuna. Homing missiles are also part of the danger.



## HINT

While it may be easier to dodge some of the weaponry thrown against you, you may be missing some valuable icons by doing so. Missile and torpedo icons are especially numerous in the wreckage of other submarines. And don't forget that you can continue to fire torpedoes after your gauge reads zero, but the torpedoes will be progressively slower until you replenish your supply.



## Hi Tech Expressions

584 Broadway, New York, NY 10012



Just when you think you're home free, disaster strikes again. You must find and disarm all the bombs the saboteur has planted before the little time you have runs out.



Its bombs disarmed, *Red October* can finally surface in friendly waters. Now flying the Stars and Stripes, it will soon yield secrets to restore the balance of world power.



## IKARI WARRIORS III: THE RESCUE

Jeff Lundrigan

**P**ractise your jump kicks and limber up your trigger finger — those Ikari Warriors, Paul and Vince, are back! *Ikari Warriors III: The Rescue* is the kind of nonstop punching, kicking, shooting, barrel-tossing, and jumping game that's become an NES staple. It may have been three years since the Ikari Warriors last made an appearance, but fans of the first two games won't be disappointed in this fast-action adventure.

In this outing, Paul and Vince must take on Crime Ghost, a secret organization bent on ruling the world. When Crime Ghost kidnaps the U.S. president's daughter, Elise, the Ikari Warriors are called in for the rescue.

But don't spend too much time analyzing the plot — you'll be too busy leading Paul (and Vince as well in the two-player game) through six

vertically scrolling levels full of attacking soldiers, knife-carrying thugs, flying hit men, boulder-throwing bewlzers, and teleporting ninjas. There are hordes of enemies in this game, and they all seem to come at you at once.

After the spectacular arsenal available to Paul and Vince during the

first two Ikari Warrior adventures, it comes as a surprise to see them primarily engaged in hand-to-hand combat in this outing — especially because they have only a limited number of moves. You

roundhouse-kick when you push the A button on your controller, punch when you hit the B button, and jump-kick when you press both buttons.

But there are so many enemies in *The Rescue* that you probably wouldn't have time to perform elaborate moves anyway. Your best chance of surviving is simply to move slowly and take



Unless you're near death, don't grab the heart until you've beaten every enemy in sight.



Whatever is inside these storage drums really packs a wallop. The explosion kills every enemy on-screen, so hang on to the drum until you can really inflict some damage.



Grenade-tossing enemies only throw the bombs in one direction. You can destroy everyone else before looping around to take them out from behind.

### **HINT**

A controller with a turbo-fire option is a big help in this game — especially when fighting bosses or maneuvering through the underwater stage. But don't use this option if you're carrying a machine gun, or you'll waste precious ammunition.



The warriors approach Crime Ghost headquarters in their heavily armored battle tank — so it's too bad Crime Ghost has armor-piercing, anti-tank missiles. You're on foot from here.





The first boss is a battle tank that can only be hit from the side. Shoot it a few times, then get out of the way before it runs you down.

The soldiers carrying guns move in almost the exact pattern as the enemies who throw grenades: They might pace a little, but they shoot in only one direction. You should attack them from behind or from the side.



things one step at a time. It's easier to fight the enemy one by one than to take on half a dozen all at once. And since all the Crime Ghost members have definite patterns of movement

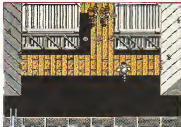
and attack, once you've found a pattern, you can figure out the best way to move in for the kill.

The Ikari Warriors aren't always without weapons. Scattered through-

out the different levels are weapon areas — usually one-shot grenades. Although you can hang on to a grenade, you should probably use it quickly. As long as you hold it, you

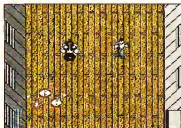


This ninja can teleport, so he's constantly appearing and disappearing. Wait for him to appear, then attack. If you take too long, he throws a barrage of shuriken.



These mines are only deadly if you step on them or if you're standing next to them when they explode. Keep your distance until they've detonated, then move on.





This boss jumps around and sprays mines. Attack him from the side—but be careful. If he lands on you, his touch is deadly. Once you land one punch, he won't hit back and you can keep up the barrage of blows until he's dead.

The soldiers with jet-packs try to surround you. Run for the bottom corner of the screen and wait for them to go away, or, if you feel lucky, watch for a break in their fire.



must rely solely on your roundhouse kick because grenade-throwing, like punching, requires pressing the B button on your controller.

Your kick may be powerful, but

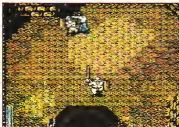
it makes you spin around so you end up facing in the opposite direction from where you started. If the enemy you're fighting needs more than one blow to kill (and a lot of them do), you

can leave yourself wide open to injury by relying on a kicking attack.

You can also find a machine gun icon. Use its ten shots sparingly, since they give you the chance to attack

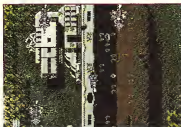


The Australian unit of Crime Ghost wields deadly boomerangs. Watch yourself — while you're busy punching, their boomerangs can hit you from behind.



The Cheng Brothers gang up on you. Stay to the side and wait until one charges, then hit him. If you concentrate on one brother until he's defeated, the other is easy pickings.





Strap on your scuba gear—the secret entrance to Crime Ghost headquarters is underwater. Since there are lots of bonus diamonds here, but only a few hearts, being greedy can kill you.

To kill Aquarius, stay below and slightly to the right of him, shoot him a few times, then let him go and head for the far left. Dodge when he rushes you, then get below him again.



someone who isn't standing right next to you. However, don't be too stingy. If you're in a tough situation, blaze away—it's better to use

up your ammo and live, than hang on to it and die.

While there's not a whole lot of strategy in *Ikari Warriors III*, there is

a whole lot of action. If some of those games you should play with your brain in low gear and your reflexes in high.



This is the second machine gun in this stage, and you should hang on to it as long as you can. Try to let enemies run right by, and don't shoot anyone unless you have to



If you can keep the machine gun, beating Jason is a snap—just shoot him. If you can't keep the gun, stay away from the boss, beat his two henchmen, then wait for an opening.





Knife-wielding commandos try to attack you from behind. Walk up to them, but turn around the second they start to move or else you'll wind up with a Bowie between your shoulder blades.

## HINT

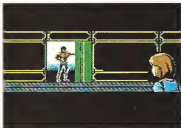
If your path is blocked by soldiers performing constant spinning jump kicks, you can get by them — just do a jump kick of your own to fly harmlessly by. If you're lucky, you can even knock them out of the air in the process.

When you meet the death train, stay below the train and to the right of the cannon's barrel. Shoot at the turret as the train moves to the right, and run to the bottom of the screen to dodge its shots. Then follow the train back to the left and start over.



SNK

246 Sabrania Way, Sunnyvale,  
CA 94086



Once you've defeated the train, your rescue mission is almost completed. Now that you've found Elise, all the two of you must do is get out with your lives.



Elise follows you from now on — and she can't be hurt. That plane is your ticket out, but you still have to fight your way to it. And where is Faust, the leader of Crime Ghost?



## KABUKI QUANTUM FIGHTER

**B**y the middle of the 21st century, all the Earth's defenses — including nuclear weapons — are controlled by a single, massive computer. In this era of peace, it seemed like the perfect system of government. No one counted on alien invaders making a beachhead inside the computer.

But that's just what happened. A virus of unknown origin has infected the computer and is spreading unchecked through the system. The entire planet lies at the mercy of whoever — or whatever — controls the virus.

There's just one chance to avoid catastrophe. Thanks to a new (but untested) process, it's now possible to coconvert a human mind into raw binary data and reassemble the information inside a computer. However, no one knows what shape the data assumes

once it's inside the circuitry.

In *Kabuki Quantum Fighter*, you're Colonel Scott O'Connor, the man chosen to enter the defense computer. The conversion process has transformed you into a kabuki actor — someone who follows a style of drama developed in 17th-century Japan. With

your white face, flowing robe, and long red hair, you're as unlikely-looking a hero as the future has ever seen.

But your red mane is your primary weapon against the enemies you face in the game's six

stages. Your hair acts much like a whip and is capable of taking out almost every enemy you meet, with the exception of some of the bosses.

You start the game with a supply of memory chips which can be fired at your foes. You're given a new, more powerful weapon whenever you complete a stage, but your supply of memory chips is depleted each time



Wait until the pit hound is as far away as possible before dropping from this platform. You're sure to lose more energy fighting it than it would leave behind — if you can kill it.

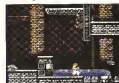
Stephen Poole



Don't waste chips on these fire-breathing squawking heads. Study the timing of the flame and leap just as it's about to stop. It takes only two quick whips of your hair.

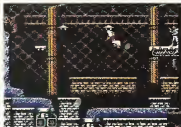


Avoid the bounding attacks of the stage 1 boss. When he crouches and unleashes a wall of flame, hurdle the flame and get in a few blows before retreating.

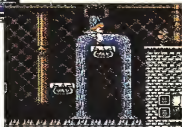


The water here carries you into a set of spikes. Press down and left on the directional pad to fight the current, and stay crouched as you advance — an angry bird is about to attack.





This is a good place to use the fusion gun, the first addition to your weapons. Fire as you hang here, then leap to the platform and take out the dart thrower bringing up the rear.



These guys use a weapon that works like a yo-yo—it flies toward you, then back to its owner. Use your fusion gun, or avoid trouble by leaping over the bad guy.

you use a weapon. And the stronger the weapon, the more memory chips it uses.

However, when some enemies are destroyed, they leave behind

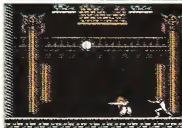
hearts (which replenish your life energy) or memory chips, so don't worry about permanently running out of chips. Those extra chips are especially important when fighting the bosses

because you can swap them for more energy—energy you'll really need.

Although selecting the right weapon and maintaining a good supply of chips is crucial to your



You must descend from platform to platform to reach the boss of stage 2. Here, leap to the right to avoid several dart throwers—and collect a one-up to boot.



The best way to deal with the second boss is to stay near him at all times. Take him out as quickly as you can because eventually he uses a mirror image of himself to fool you.





Use your fusion gun in this area of stage 3. If you jump and fire to the right, you'll destroy the laser cannon on the wall.



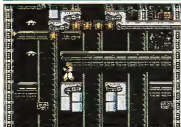
You gain the quantum bomb before starting stage 3. You can destroy the flamethrower above you by using the quantum bomb as you hang from the platform.

success, without expert timing and nimble fingers, your effort is useless. Hanging platforms are often your only way around danger spots, so learning how to swing safely from

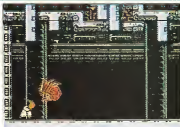
platform to platform is the only way you're going to get very far in the game.

Even if you're a veteran of martial-arts videogames, *Quantum Fighter*

provides you with a real challenge. The animation is smooth, with only a few instances of flicker (mainly in the scenes with the bosses). The graphics aren't earthshaking, but



Use your quantum bomb to eliminate the flamethrower near the bottom of the screen, then leap and fire your fusion gun to take care of the flamethrower above you.



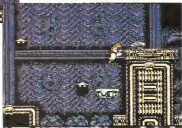
The boss of stage 3 is tough. Kneel to avoid him as he passes overhead, then move in close when he lands at either side of the screen.





Use dynamite on this boomerang thrower for an easy one-up.

Robo Roaches are slow, but they take several hits to destroy. Wait for this one to crawl to the right, then land behind it so you can attack it with no danger to yourself.



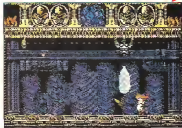
they're colorful and creative. And thanks to all the ways you can use the memory chips, there's a good dose of strategy along with the fast-paced action.

But no matter what your opinion of *Kabuki Quantum Fighter* is, you've got to give its designers credit for putting some new wrinkles into the timeworn "save-the-world-from-

alien-invaders" plot. The wacky, imaginative story and the game's challenging arcade action put it a notch above most martial arts games.



Since the orange flames drain your energy, you don't jump up and over when leaping between these platforms. Press the pad directly to the right and lightly tap the jump button.



These two drones can make your life miserable. Whip the boss as much as you can before he goes to the ceiling, then use the fusion gun to kill one of the drones.





Here's another guy with a deadly yo-yo. When he flings it toward you, vault over it and quickly whip your hair. The weapon disappears as soon as you kill the enemy.



## HINT

Take advantage of your ability to trade energy for memory chips, and vice versa. After defeating the bosses in the first and second stages, pause the game and trade most of your energy for chips. Not only is it easy to renew energy at the start of the next levels, but you'll have a healthy supply of chips as well.

There's a time limit for each level, but don't sacrifice safety for speed. Study the timing of these spikes before flinging yourself to the next platform.



### Hal America

7873 S.W. Cirrus Drive; Building 25F; Beaverton, OR 97005



The mechanized fifth boss provides a respite — he's the easiest to defeat. Jump onto the spiderlike contraption, then make your way to the top and punch the dome.



To defeat the sixth and final boss, you need all the blue chips you can accumulate. Only dynamite or the remote-control bolo are effective against him.



## **THE KRION CONQUEST**

**W**hen a legion of alien robots invades Earth, the planet is brought to the brink of extinction. Even the most advanced armies in the world are helpless. But finally a force is found that is greater than any modern army. Ancient witches are conjured up, and their mighty magic is called on to stop the robot raiders from the Krion Empire.

In *The Krion Conquest*, you're the powerful witch, Francosa, who must use magic to save Earth from certain destruction.

You must battle through five levels (of three stages each) filled with robotic enemies — and face a very dangerous boss at the end of every level. But is your enchantment strong enough to survive battles in ice caverns, midair, outer space, and under water?

Long before you confront the robot bosses, you must use your magic

to destroy flying mechanoids, jumping robots, and treacherous obstacles found in every corner of the alien bases — and that's the easy part! The attack of the Thunder Knight waits at the end of round 1; Yukimaru's stinging snowballs chill you in the ice base; the Aqua Knight tries a transformer attack in round 3; and Sky Hawk uses a

hammer and missile attack at the end of the sky base. The boss of the space station is unlike any you've ever seen.

Your bag of tricks contains six kinds of magic, any of which you can use right from the beginning of the game. Check your position on the screen and the location of any robotic enemies before deciding which magic to use — each sorcerer's trick has a unique effect. You can easily identify the magic in use because your robe is a different color with each one.

If your robes are red, you're operating in the standard magic mode and

### **HINT**

When fighting Sky Hawk, the boss of round 4, use your *Up* key to fly up and hit his weak spot (the bulb on the top of his head). Just plant the boom in the left corner, then fly up and to the right, shooting at Sky Hawk's head.

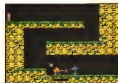
Lisa M. Bouchev



Green magic makes your shots bounce off the walls, a useful trick if you don't have a clear shot at your enemy.



Keep an eye on your life meter in the top left. An oxygen gauge appears next to the power indicator during round 3, and if your oxygen registers empty, you die.



Crouching down while you shoot at the robots protects you from enemy fire. Since the robots don't duck, their shots sail harmlessly over your head.



Your first battle with the robot invaders takes place in their underground base. Keep a sharp eye out — the attacks come from all around you.





Every good witch needs a broom, and the purple magic spell conjures one up for you.

Master your broom-handling skills as early as possible. Flying is the only way to travel across some screens — but a wrong move here might mean an untimely death.



can fight enemies with normal missiles or super shots, which are four times more powerful than normal fire. When your robes are blue, you're using freeze magic. Normal

and super shots in this mode halt your enemies in their tracks for a few minutes — long enough for you to make a quick getaway.

Green robes indicate the bait magic

spell — your shots ricochet off the walls in this mode. If your robes are orange, you're operating with a shield spell, and your shots form a barrier between you and the enemy.



When the magic gauge at the bottom of the screen reads 00, you can fire a super shot, a powerful weapon that packs a punch four times stronger than a normal blast.



An orange magic spell casts a barrier between you and your enemies. After awhile, you'll get the hang of using the different spells in the most appropriate situations.





The Thunder Knight guards the exit from the underground base. Watch the path the thunderheads follow through the room, then jump from platform to platform to avoid being struck.

When the knight turns back into a robot, take a position on the platform directly beneath him and fire as many times as possible.



If you choose the fire spell, your robes turn pink, and you're able to unleash magic that kills every enemy on-screen. But make sure your

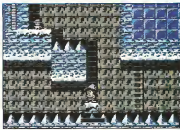
life meter shows at least one-third of the power available — this spell reduces it by that much.

Perhaps the most important spell

available to you is broom magic. Unless this spell, which creates a purple robe, and you're able to fly. Using broom magic is often the only



This large pumpkin restores six blocks on your life meter. Smaller pumpkins restore three.



Little witch dolls that closely resemble Francesca provide you with an extra life. Collect them whenever they appear — you need a lot of spunk to finish this game.





Yukimaru is the final boss you face in the Ice Base. Watch out for his special snowball attack. Although you can't defeat him when he's broken into balls of ice, you can zap him when he's in the form of a snowman.



Blasting a super shot at enemies when you're using the blue magic spell freezes them in their tracks for a few moments.

way to cross some screens safely.

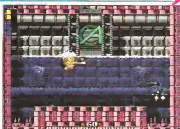
The screen layouts and scenery in this fantasy arcade game from Vic Tokai may look familiar to fans of

the *Mega Man* trilogy, but don't be fooled by small similarities. When it comes to action, adventure, and graphics, *The Krypton Quest* is a step

behind *Mega Man*. Nevertheless, on its own merits, *The Krypton Quest* is an entertaining game.

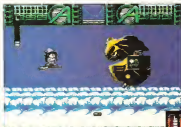


Invoke the pink magic spell, and you change into a Firebird to destroy all the enemies on-screen. Watch out, though — this spell reduces your life meter by a third.



Make it past the Aqua Knight and you've cleared the underwater base. Jump out of the water to avoid his missile attacks.





Shoot at the glowing bulb on the top of Sky Hawk's head. It's the only way to beat the boss of the sky base.

## HINT

When fighting the first boss, stand on the middle platform while using the ball weapon (green magic) to shoot at an angle. When the boss comes down, switch to your normal weapon, the super shot. When the boss rises out of reach of the super shot, switch back to the ball weapon. Keep repeating this until you've destroyed the boss.



### Vic Tokai

22904 Loch Ness Avenue;  
Torrance, CA 90501



Dodge between the three fireballs this space robot shoots, but stay on your toes — this bad guy moves fast for a man of metal.



What's this? A space queen? She might look like a good guy, but watch out — she's the ultimate enemy in this game.



## THE LAST NINJA

Richard Lashley

**L**ike shadows, they move effortlessly through the night—skilled assassins who attack, then vanish without a sound—the calling card of the ninja. The history of these mysterious soldiers dates back to ninth-century Japan, when they proved themselves the most elite of fighters.

Warriors with such great power also have great responsibility. And some abuse it. When Shogun Kunitoki began his quest to take over Japan by force hundreds of years ago, only that master ninja, Armakuni, possessed the skill and the courage to rebel against Kunitoki's wave of terror.

Jaleco's *The Last Ninja* warps time and transports ninth-century characters Armakuni and Kunitoki to the year 1991—and downtown Manhattan. The plot may sound common in a market rife with ninja titles. However,

this game isn't the typical slice-and-dice ninja adventure. *The Last Ninja* tests both your physical and mental strengths.

The difference is that *The Last Ninja* adds a dash of role-playing challenge to accent the usual violence. There are six stages, each with hidden passages and objects that you must locate

before you can progress in the action. However, players who like their games full of slashing and kicking won't be disappointed.

To find Kunitoki, who's hiding in the middle of the Bag

Apple, Armakuni must fend off constant attacks from Kunitoki's henchmen, and try to locate keys, weapons, and secret passages. While the instruction manual gives clues about what can be found in each stage, these clues are riddles that require clever thinking to solve.

A general rule as you play *The Last Ninja* is to experiment. For example, in

### HINT

In stage one, there's a fast-food stand with a single hamburger. Grab it for an extra life, but before you leave Central Park, go back to the stand. One more hamburger—and life—is now available.



You must knock enemies down twice to kill them. In Central Park, practice your ninjitsu on this guy, then grab a hamburger at the snack bar.



Don't forget to pick up the shuriken lying beside this park bench, but save it until the last stage.



One of the most important items to find in Central Park is the Bat Map, which illuminates hidden passages and objects when you enter rooms.



*The Last Ninja* is a complex maze of screens in which the correct path isn't always obvious. Armakuni must punch this white block in the second room to open a door in the first.





Jumping on these floating platforms is difficult. Stand on the edge of the sidewalk and jump just as the platform gets next to you.

In stage two you walk the streets of Manhattan. There's a key in this alleyway shanty.



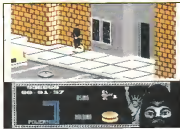
In stage one there's a towering wall that you can't jump over, and there's no ladder conveniently placed nearby. Still, you must pass the building. If you look carefully, you'll see a number of vertical boards

nailed to the wall of the building. Climb up those, and you're home free — at least until the next obstacle. You see, things just aren't always what they appear to be in the world of *The Last Ninja*.

While you're busy discovering how to navigate each section, don't forget to look for keys. You need them to unlock the doors between stages. You must also pick up the weapons that are scattered



Even a ninja should look both ways before crossing a street. When you cross, wait until the traffic light turns red — or you might be splattered by speeding motorists.



Even an ordinary object could prove vital to your mission. Believe it or not, you can use this bottle as a powerful weapon later in the game.





Use the Bit Map to find the entrance to the sewers in stage three. Jump from beside the streetlight and land squarely on this manhole cover. The jolt of your landing opens it.



The slick dampness of the sewers makes Armakuni's movements tricky. Watch out for rocks — stepping on them dumps a nest of poisonous spiders on you.

throughout the game. Your throwing stars are perhaps the most important weapons to find. Save them for the final battle with Kunitoki — you'll need all of them for that fight. Although the other enemies you en-

counter in stage one are armed with shuriken and can kill you with one hit, if you engage them in hand-to-hand combat, they won't be able to throw their weapons, and you can save yours for Kunitoki.

Besides a unique combination of action with a hint of role-playing, *The Last Ninja* contains graphics that create a challenging — sometimes too challenging — environment in which to play. The 3-D screens in-



There are many doors among the maze of different screens. Some doors lead to the next room ... some lead to death. Here, step over the goon and enter the middle passage.



Rats, rats, and more rats. There's always a nice variety of vermin in any respectable sewer. Carefully time your jumps over these rodents, or they'll crawl all over you.





The bottle you picked up in stage two becomes a flaming Molotov Cocktail in the sewers. Be sure to use it against this alligator guarding the entrance to stage four.

If you find a chicken leg in stage three, don't eat it. Instead, use it to pacify this black panther in stage four.



voke a sense of depth that can make maneuvering your character awkward since you observe from a slanted, overhead view. Jumping across chasms and making pinpoint landings is particularly difficult

jockeying for position in fights is no piece of cake, either, since you can never be quite sure if Armakuni is in front of the opponent.

Despite the awkward character movement and annoying soundtrack

in *The Last Ninja*, the unique blend of mental and physical challenges might give this game a boost in a market flooded with slice'em, dice'em nînga games.



After you feed the cat, you enter a computer room and obtain a code you'll need in stage six.



Hopefully, you haven't just shattered a Ming Dynasty vase. You're not being clumsy—you need to knock over the vase to open the secret passage beside you.





Once outside the building, climb the ledges to the top. Go to the far right and jump off to the next stage. A helicopter flies by, but ignore it—the pilot is one of Kunitoki's men.

The adventure continues in stage five's sprawling mansion. When you enter, descend these steps to find a key.



## HINT

The traffic light stage can be deadly. Normally, as a ninja who obeys traffic laws, you'd wait for the light to turn red before you cross the intersection. However, at the second spotlight in this stage, cross when the light turns green. A motorcycle will run the red light then.

Jaleco

310 Erie Drive; Northbrook, IL  
60062



The key you find in the hallway opens the door at the top of the stairs. In that room you find a rope—use it as a tool to open the door to the last room in this stage.



Armakuni must now solve the last puzzle in his quest and defeat the most evil ninja in the history of the ninjitsu masters—Kunitoki.



## LITTLE NINJA BROTHERS

**A**f you have a few Nintendo games under your belt, you've probably noticed some of the fractured English that makes it into the story. Misspellings, strange sentence structure — the Japanese translations are often unintentionally funny.

But sometimes the narrative contains intentional as well as accidental misuse of the English language. And the uproarious account in *Little Ninja Brothers* is a prime example.

This new role-playing game from Culture Brain, the company that brought you *The Magic of Scheherazade* and *Kung Fu Heroes*, is a farcical frolic that combines botched translations ("Tam cheery") with more blatant attempts at humor ("I will change you into meatballs and eat you up."). The end result produces more

than a few smiles. The amusing dialogue is sprinkled throughout a sprawling adventure with heavy doses of exploration and action, and with colorful, lively graphics.

Your main mission is an involved romp through the expansive, faraway place called Chinaland. Twin ninja brothers, Jack and Ryu, are called on

to recover seven "Bells of Prism" to save civilization from a dangerously deranged dictator, Blu Bolter. To accomplish these goals, the twins must tour all of Chinaland's towns, talk to villagers, and build up an extensive inventory of

weapons and items.

The adventure plays much like *The Magic of Scheherazade* or other role-playing games — except there's a lot more action. You frequently meet opposition as you roam through Chinaland's more rural areas. When

Brian Carroll



To play the field meeting, select up to five of the six events offered.



The wackiest field event is Eating, in which you race toward the finish line while devouring as much of the food that floats by on balloons as you can.



Your wise mentor on Mt. Egon has a heart of gold — he's funding your Chinaland excursion with money from his private stash.

**HINT** Be sure to collect and maintain a large supply of sweat beans, which can restore your physical strength. When you're weak, you're vulnerable to attack and quick defeat, so make sure you keep your strength near its maximum capacity. Meat balls are even more valuable — only one is required to restore your strength to its full force.



The Athletic event is an obstacle course, the most diverse of the field competitions.





Start your journey by visiting the town of Hyrule. It's the first village you see after descending Mt. Etna.



WHAT WOULD YOU LIKE?

SCALE SHIELD	50
WHITE ROBE	20
IRON CLAW	30
CRUSH PUNCH	50
LEAVE	



JACK

MONEY

160

you do, the exploration screen switches to a battle scene, and you must knock out a set number of enemies before continuing your journey. Each time you conquer your foes, you receive experience points

that increase your strength and offensive power.

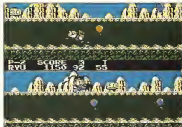
Not only must you punch out your enemies, but you should try your uppercuts and jabs on the blocks and rocks as well (just as is necessary in

*Kang Fu Heroes*). It may not sound sensible, but punching rocks with your fist sometimes uncovers chests containing valuable items.

*Little Ninja Brothers* also features a section that's totally separate from



Enter this Hynon house to learn how to execute the dragon kick.



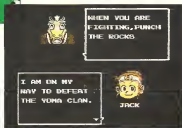
Although you're not granted the power of the dragon kick just yet, you can use this balloon-popping exercise as practice until you receive it.





During combat scenes, stay in front of your opponents and pop them in the face. Use flying jumps to evade their attacks.

The Wise Stillion knows the importance of punching rocks, so be sure to listen to him.



the main game. There are six athletic competitions from which to choose — some of which reappear later. The track meet, for example, is great practice for what lies ahead.

Some role-playing games allow only one gamer to explore at a time, so if you have a buddy with you, he can do little more than cheer you on. But *Little Ninja Brothers* allows two play-

ers to roam simultaneously through Chinaland and fight through the combat sequences. And the twin brothers are interchangeable. Either one of you can fight and accumulate



Punching rocks often earns "M" marks. Collect six of them, then cash them in for the "Mighty Ball" weapon.



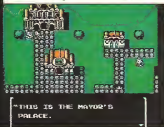
The mayor of Deli-Chious has apparently confiscated all of the village's food. It's up to the ninja twins to get it back.





You can get passwords and medicine inside the convenience stores scattered throughout Chinaland. Use the passwords to return to the last convenience store you visited before leaving the game or dying.

The guard outside the mayor's estate greets you with suspicious graciousness. Beware.

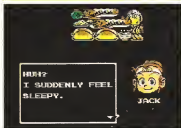


experience points while the other concentrates on collecting items from sweet buns to medicine.

Even two ninja masters will find that there's plenty of territory to

cover in *Little Ninja Brothers*. This adventure is huge, bigger than the *Legend of Zelda*, if you can believe it. There are eight villages to explore, 30 items to collect, and countless combat scenes

to survive — and then there are the field events. Whew! You'd better pack a lunch before embarking on your journey through Chinaland.



Even though you get sleepy after joining the mayor's sumptuous feast, go ahead and enjoy.



Don't worry when the mayor imprisons you after you've fallen asleep. It's all a part of the master plan.





Once you escape, pay a visit to the building immediately to your left. The lady of the house has an amulet you need to defeat the mayor.



## HINT

In addition to collecting sweet buns, you can restore your strength by checking into a local hotel and socking out. And don't forget that you can increase the maximum levels of both physical strength and offensive power by defeating large quantities of enemies any time during your adventure.



## Culture Brain

15315 N.E. 90th Street, Redmond, WA 98052



You must obtain the sword to fight the Dragon family. To find the sword, follow the coastline going south until you reach Yoma Chateau.



To defeat the Evil Queen, you need the sword and the mirror shield. Her palace is in east Chinaland.



## METALSTORM

Jeff Lundrigan

In the year 2501 the Earth's technology suddenly backfires, threatening the entire solar system with destruction.

The LaserGun on the Plutonian outpost of Cyberg — installed to protect colonists from hostile aliens — has gone haywire. Instead of destroying enemies, it's demolishing every planet in the Milky Way. Neptune has already been reduced to dust... and Earth may be next.

In *MetalStorm*, you must travel to Pluto to activate the LaserGun's jammed self-destruct mechanism. Using your M-308 Gunner battlesuit, you must overcome airlocks, defense barriers, tanks, and elevators. Blocking your path are evil creatures and bosses. Even after you beat these brutes you can't take a breather — it's time to disarm the LaserGun. If you can reach it.

The M-308 Gunner is armed with a laser rifle, but its greatest advantage is its ability to manipulate gravity. By executing the "Gravity Flip," it's possible for the battlesuit to "fall" upward and walk on the ceiling. This unique ability allows you to execute some

incredible maneuvers — and it makes *MetalStorm* a unique game, combining arcade action and challenging strategy.

Throughout the game you should grab power-up icons. You have a choice of three weapon

icons: a power beam, gravity fireballs, and shield force. Since your battlesuit can be equipped with only one of these at a time, choosing the right weapon for a given situation is important. When in doubt, use the power beam — since it increases the width of your laser and makes it shoot faster, it's the best weapon to have. And once you have the weapon you want, make sure

### HINT

If you shoot straight up or straight down, your shots can "wrap" the screen. The power beam is especially good for this because it can shoot through some walls and platforms the regular laser can't. This technique is unusually effective during stages two, four, and six.



That's not to say, however, that other power-ups don't have their moments. The gravity fireball makes you invincible while flipping, which can be handy.



The first boss has a blue globe that moves between different ports. Dodge its shots until the globe pokes out from the bottom port, then blast away.



These shutters swing to different positions every time you flip, so be careful. If you're in the way when they flip, you're crushed like a tin can.

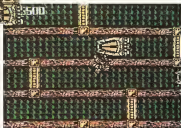


This "P" icon is the power beam. It increases the width of your laser and gives you the ability to shoot through some walls. In general, this is the most useful power-up.





You must move fast to get through these defense gates. Jump from one platform to the next as quickly as you can, shifting just slightly to the right with each jump.



When these ships fire, the shots come out from their sides in two arcs. Stand in front of these ships to destroy them or run past quickly and get behind them — they're deadly if you're above or below.

you don't pick up another weapon icon by mistake.

Other special icons include the "Crusher," which destroys all enemies on-screen, and extra armor which can absorb one hit of damage.

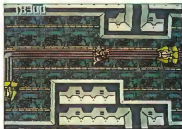
It isn't possible to have more than one unit of armor at a time, however, so once it's been used, start looking for more.

All the power-up icons except extra lives are found in specific places on each stage, so take note of what items

you find and their locations. Extra lives — which are very rare — disappear if you die during a stage, so you can only grab them once. If you're having trouble finishing a level intact, the best thing to do is to

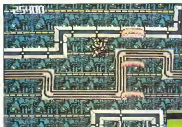


Once you've destroyed one energizer, you have a safe platform on which to stand. Attack the energizer on the platform above by jumping just high enough to shoot it without actually landing.



Although you can destroy these tramcars, there are always more coming. Fortunately, they don't move very quickly, and there's usually a safe spot to stand.





Some beam turrets fire only when gravity is pulling in a specific direction. You must flip to shut off the turret — just make sure you're all the way past before flipping back!



The third boss, "Cultzen," follows you from one yellow circle to the next. Fire until it starts moving, then get out of its way. Cultzen itself can't shoot you, so if you have to, wait before running through the beams.

try using a different weapon the next time around.

*Metal Storm* has seven stages, and each stage has two sections. Using passwords, you can return to the beginning of your current stage if

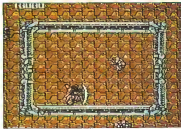
you die, retaining your inventory and any lives you had at the end of the previous stage. It's possible, then, to finish one stage, use the continue feature to explore, practice, and plan strategies for the next stage, then exit the

game and use your password to restart with all your lives and power-ups intact.

In addition, the game has unlimited continues, so when all your lives are used up you can continue from the beginning of the section you're cur-

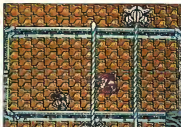


There's not much room inside the cargo elevator that carries you through stage four. Try to shoot these reappearing turrets while you're standing in the corners.



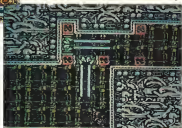
In stage 4-2, you're buzzed from all sides by these small attack robots. The shield force weapon makes this section a little easier to survive.





The stage four boss, the "Zoniar" unit, is tricky. Concentrate on blasting the turrets while the Zoniar is bouncing around inside the elevator. Then, when the turrets are gone, the Zoniar is defenseless.

These beams make stage five pretty hostile. Most of them can be destroyed, but it's better just to run by when you can. Usually there's a place to hide while the beams are firing.



rently playing. But in this case, you have only three lives, and you lose any power-ups you had.

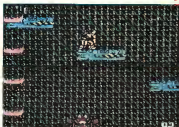
*MetalStorm* is an extremely well-designed game. The graphics are top-notch, and the action is smooth

and fairly dynamic. The "Gravity Flip" may seem gimmicky at first, but the different stages require some skillful flips and jumps, and the numerous and varied types of enemies you encounter really keep you on your toes.

Although *MetalStorm* is an arcade shooter at heart, it's a perfect example of how a little ingenuity and careful attention to detail can keep an old formula exciting.



This boss constantly changes its configuration to alter its field of fire. Concentrate on dodging its shots and staying alive, rather than causing a lot of damage all at once.



Although there's no floor in stage six, you can't be killed by a fall — you'll simply "wrap" back up to the top of the screen. This is another stage where you'll need to take things one step at a time.



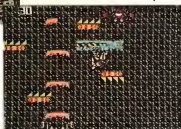


If you've got a power beam, destroy these guns as you go. If you don't, run over the top of this gun platform. Keep jumping, don't slow down, and try to land on the blue platforms toward the far end.



## HINT

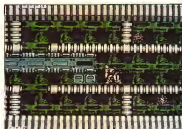
In stage 5-2, there's a series of platforms just past the beam unit where you'll be attacked by robots that explode into wide laser arcs. If you hop onto the top platform and wait until the first robot attacks, then drop onto the middle platform before continuing on, you'll be left alone until the platforms end.



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Redmond, WA 98052



These three units constantly circle the chamber. Keep firing, and before you get smashed, walk off the edge of the unit you're standing on and drop down to the next one.



Just before the final fight, you're faced with a choice of power-up icons. Grab the power beam before moving on. Good luck!



## **NOBUNAGA'S AMBITION II**

William R. Trotter

**N**obunaga II isn't a typical sequel. It's not a son-of-Nobunaga game. Instead, Nobunaga's Ambition II is an upgraded, refined version of its predecessor — and probably the first really mature game of military and political strategy released in the Nintendo format.

For the benefit of those who have never played either of these historic simulations: Both are set in the violent, chaotic era of 16th-century Japan, when that nation was fragmented into small provinces (fieldoms) controlled by powerful warlords. Oda Nobunaga was a skilled, ruthless general whose dream was to unify Japan into a single great nation. He almost succeeded, but was

betrayed and took his own life in a ritual suicide at the age of 49.

Like the historic Nobunaga, your goal in Nobunaga's Ambition II is to unify Japan. You must first create stable and prosperous fieldoms for your own samurai by issuing commands during each month of game

time. Then you can expand your power in all directions using a combination of diplomacy, spying, and outright war. You must be constantly on the alert for traitors; make sure both your vassals and your samurai remain loyal; and be prepared to deal with natural disasters — such as plagues and typhoons —

that could reverse months of work.

The PC version of Nobunaga's Ambition was a worldwide bestseller, as well as one of the first computer



### **HINT**

Recruiting too large an army too fast can drain your field's resources. What counts on the battlefield is not the quantity of soldiers, but the quality. Select your warlord (supreme commander) first, then samurai with high war ability. You can accomplish more with two strong units of 60 men than with five mediocre units half that size. Besides, you lose a battle when your warlord is killed, regardless of how many soldiers remain under lesser officers.



Each of the more than 20 characters in the game is based on a real historic figure.



If you're not satisfied with your warlord's character traits, you can easily reset them.



Watching others wage war can be instructive, but it does slow down the game considerably.

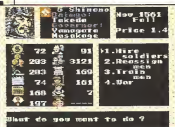
Choose a strategically located fief as your home territory.





This is the basic command screen. If your samurai have the stamina, you may perform more than one action per turn.

Avoid the temptation to build up your armies too quickly — your fieldom may not have the resources for their upkeep.



games to be converted for the NES. But it wasn't an altogether happy translation. Not only was the action squeezed down to fit Nintendo's specs, but the scrolling in the battle-

field scenes was terribly boring.

Battle tactics are much more realistic and elaborate this time around. You can soften up the enemy with volleys of rifle fire (the speed at which

your marketeers reload depends on their training and skill levels), then launch a charge to try to shatter the unit it bats. Units may launch surprise attacks at night, and infantry



The Training command uses body points, but costs no gold. The skill of your men increases each time you use it.



Clearing land for cultivation puts your field on a sound economic footing.





6 Kori  
Tokada  
Tokada  
Tokada  
Shiagon

Dec 1561  
Winter  
Price 1.3

258	100
100	1302
262	187
63	187
195	8
245	8

"You spend too much on war"

Hire soldiers(V/M)?

Although your advisors may be overly cautious, it's still wise to listen to what they have to tell you.

The first men you recruit should serve in units commanded by your most warlike samurai. Two good units of 100 men are more valuable than six units of 40 men.

	Men	Unit
1. Yemegoto	41	A
Masekoge		
2. Kaseko	31	A
Masenobo		
3. Keito	24	A
Masetojo		
4. Iiba	18	A
Nobofusa		
5. Senada	15	B
Yukitaka		
6. Akigama	15	A
Nobutomo		
7. Kiso	17	A
Vashimasa		

Assign soldiers to whom?

units can set ambushes. If you're heavily outnumbered and things get tough on the battlefield, you can even fall back into the castle to make a stand. Siege warfare plays an impor-

tant role in *Nobunaga II*, and it's the first Koei game to include such a feature.

Graphically (and in terms of overall smoothness), this sequel is a dramatic improvement. And while the

general dynamics of the game remain similar, there are enough improved features that *Nobunaga II* is virtually a new game. For example, battle tactics are much more subtle

Jan 1562  
Winter  
Price 1.3

1. Fief  
2. Samurai  
3. Daimyo  
4. List of Samurai

What do you want to know?

Your ninja are valuable spies — let them gather data on other fiefdoms.

Feb	1	Mar
Attackers:		
Defenders:		
Gold	100	
Gold	53	
Rice	100	
Rice	100	

Battles are fought on these hexagon-filled screens.

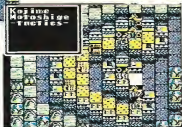




A weakened defender may be able to survive by withdrawing inside his castle walls.

*Nobun's Ambition II* is the first Koei game to feature specialized siego tactics.

Kojime  
Motoshiige  
-Tactics-



now, and include ambushes, cavalry charges, and elaborate sieges.

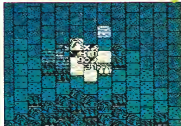
In short, *Nobun's Ambition II* is different enough — and improved enough

— to make it worth playing, even if you have the first game. Those who haven't yet tried any Koei games could do no better than to start with this

deep, absorbing tale of warfare, intrigue, and bloody ambition.

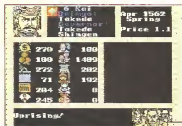


You can win the loyalty of your samurai by giving them gold. But loyalties can change, so make periodic checks to see if anyone is wavering.



Naturally, battles fought at night take place in reduced visibility.





Random events such as typhoons, floods, and uprisings can undermine the strategy of even with wisest warlord.



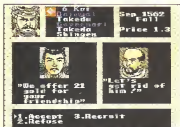
**HINT**

Here's a good way to gain power fast—Choose to play more than one warlord simultaneously, then concentrate on quickly building up both men's powers. When they're powerful and in good positions geographically, use the Diplomacy command to unite them under a single banner. Not only do you double your power with a single stroke, but you also can conquer other warlords with much greater ease.

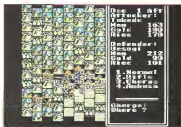


Kogi

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840, Burlingame, CA 94010



Other warlords may ask for alliances from time to time. How you respond to their overtures is entirely up to you—but be prepared to live with the consequences.



Although a Charge tactic is useful against a demoralized foe, it may backfire against a strong enemy.



# **SUPER STRATEGY**

## **S.C.A.T. — SPECIAL CYBERNETIC ATTACK TEAM**

Jeff Lundrigan

**I**n the 21st century, mankind faces its greatest threat — the invading armies of the alien Vile Malmort.

New York has been destroyed, and Malmort has set up an Astrotube leading from the ruins of the Big Apple to his orbiting space platform. Fresh troops are constantly arriving through this Astrotube, and the total destruction of Earth seems certain.

Fortunately, the U.S. president learned of the invasion before Malmort actually set his plans in motion. A team of the world's foremost scientists and military personnel was quickly assembled, to invent a weapon system that could counter the alien threat.

Working night and day in a desperate race against total invasion, the team finally found the answer just as

Malmort prepared for his final assault. By combining the best weapons ever conceived with the two finest warriors Earth ever produced, the team created S.C.A.T. — the Special Cybernetic Attack Team.

The key word in S.C.A.T. is "team." Two people can play this game at once, and it's certainly recommended that you take a friend along on your mission. Unlike some games, in which the difficulty varies according to the number of players,

nothing changes in S.C.A.T. whether you try a one-person game or team up with a friend. And since the going gets a lot harder as the game progresses, an extra player doubles your firepower — and your chances of survival.

The most important cybernetic enhancement the team has are the two satellites that orbit above and below

You don't often find more than one power-up at a time, so if you're playing a two-player game, you can each use one speed-up bonus and decide who gets the wide-beam, or just be greedy and grab any bonuses you can.

### **HINT**

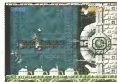
If you own a controller with a turbo-fire option, you might be tempted to use it — but don't. It won't improve your firepower, and putting a turbo-fire on the satellite control button is a disaster.



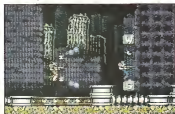
If you lock your satellites to the left, you've protected your back and can use your main weapon on the gun turrets.



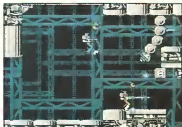
These attack robots are usually behind some cover. Have one S.C.A.T. member draw the robots' fire while the other blasts them.



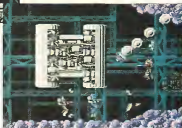
Two players are better than one when attacking the first boss. One player can shoot at the boss's glowing green center, while the other can knock out the gun turrets below.







These snakelike turrets are Vile Malmort's excavation drones. Be careful—when destroyed, they break up into a number of lethal chunks that fly out in all directions.



Even though this excavation drone looks like it will stay put, some can zip out to amazing lengths for a devastating punch. Be cautious around drones that aren't shooting at you.

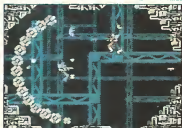
each player. The A button locks these satellites into position, and they fire in tandem with your main weapon, allowing you to shoot in several directions at once. Determining the best position for the

satellites is most important in the game.

For example, when traveling along the tunnels of the Subterranean Realm in stage two, keep the satellites locked at a right angle. This lets you blast enemy gun emplacements in the floor

and ceiling ahead of you, while using your main weapon to take out aliens flying in from the sides.

One significant feature of the satellites is that they always fire from the direction in which they're locked,

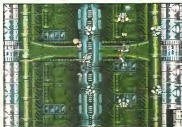


The only weak spot on the second-level boss is on its head. Set the satellites almost straight left or right and concentrate your fire while you dodge its shots and guided missiles.

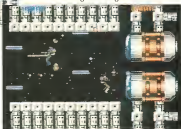


Stage three is a high-speed journey through the Astrotube. Since lots of enemies come from above and below, lock the satellites straight up and down.





This swarm of small drones can appear from nowhere and surround you, then close in. Once they start to appear, stay still and keep firing, then take the path you've cleared and get out of there.



There's an enormous, three-part boss at the top of the Astrotube. Lock your satellites to the right, face right if you can, and keep shooting while you dodge incoming fire.

regardless of the direction you face. So if you set them to the right, they continue to fire to the right—even if you turn and face left. This is particularly handy when fighting a boss because you can keep the satellites

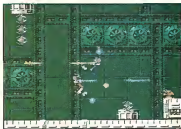
pointed toward the target while you're busy dodging incoming shots.

Your main weapon isn't very powerful when you start, but several options are available that improve its strength. S.C.A.T. technology allows

you pick up and use alien items, and these pods are found at various places throughout the game. It's possible to pick up extra speed, life energy, and three kinds of weapons.



Those white missiles in the boss's last section have S.C.A.T.-seeking warheads. They can be destroyed, but only your main weapon is powerful enough.



You must fight your way past Malmart's huge battleship in stage four. In the tunnel on the way, watch for these saucer-launchers—they take several shots to destroy.





The battleship itself is bristling with enormous beam-guns. Don't even try to get in front of a gun — angle your satellites to the right and shoot from below.

Halfway over the battleship is this super-turret whose only weak spot is that window slit below the top beam-gun. Be very careful — the beam-guns can't be damaged, and the window has considerable firepower of its own.

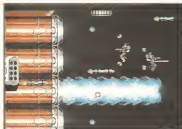


Of the weapons, the bomb is the least useful since it fires very slowly, and it seems to slow down your satellites' fire as well. The laser can shoot through some walls, but it also slows down the satellites' rate

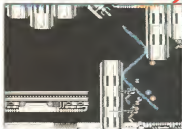
of fire. So the wide-beam laser is your best weapon choice — grab one and hang onto it.

S.C.A.T. is extremely well-made. The graphics are excellent, the action is first-rate, and the game even ac-

knowledges equal rights. S.C.A.T. is also very challenging. The final stages, in particular, will probably test the skills of even the most experienced game player.



Your final challenge in stage four is to destroy the battleship's engines. They fire in sequence, but once an engine has been knocked out, it can't fire anymore.



Stage five is an incredibly dangerous trip through Vile Malmort's orbiting platform. These invulnerable turrets shoot blue beams that bounce off the ceilings and floors.





These columns are simple to pass, so don't waste any time trying to blow up one — like most of the hardware in stage five, it can't even be scratched.



## HINT

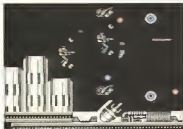
There are a lot of bomb power-ups in the Astrotube, but don't be suckered into picking one up. If you're stuck with a bomb in the Astrotube, you're done for.

Although it's safer to use your satellites to destroy these rocket launchers from above or below, it's also possible, if you're brave—or stupid—enough, to get between the rockets and destroy the launcher.



### Natsume

1234A Howard Avenue, Burlingame, CA 94010



Watch out for these tiny ships. They leave behind deadly balls of energy that spiral out into ever-widening circles. Blast the ships when they first appear or dodge the balls.



Toward the end of the stage, things get even worse. Dodge the crisscrossing beams and hang on—it's just a short trip before your final confrontation with Vile Malmort.



## SILVER SURFER

Jeff Lundrigan

**E**ons ago, the planet Zenn-La was threatened by Galactus, a cosmic being of immense power whose hunger for energy drove him to consume entire planets. Zenn-La was saved by one of its inhabitants, Norrin Radd, who flew out to Galactus and persuaded him to spare the planet and its people.

Although Galactus agreed, it was with the provision that Radd would become the herald of Galactus, journeying across the universe to find him energy-rich planets that were not inhabited. Galactus changed Norrin's body into one that could better withstand the ravages of deep space, granted him a measure of cosmic power, and fashioned a unique vehicle for him — a kind of galactic surfboard made of the same silvery material as his new body.

In the *Silver Surfer* videogame,

Galactus has called on the Surfer for help. The evil rulers of the six forgotten realms plan to assemble a Cosmic Device that would open a hole in space and allow the ravaging hordes of the Magik Domain to enter.

Your first decision is to choose the forgotten realm in which you wish to begin. The only realm you cannot

choose is the Magik Domain — in order to reach it, you must have beaten the other five. Each realm has three sections; you must meet and defeat the ruler at the end of the third section. If you're

victorious in battle, the ruler surrenders his piece of the Cosmic Device.

The game instructions suggest that you begin with either Reptyl's or Mephisto's realms. And although Reptyl's realm is indeed one of the easiest to travel through — and thus a good place to cut your teeth — Mephisto's realm turns out to be one



### HINT

Some power-ups will be guarded by dark clouds that are hidden. At the very end of the first section of the Firelord's realm, for example, there are hands that come out of the lava to grab you. Keep in mind that the next stop is shooting — don't let them get on top of you before you can



These are the five evil rulers of the forgotten realms. Although you can take them on in any order, you should probably start with Reptyl.



Most of these red-topped pyramids in section two hide some sort of power-up. This one, though, is a trap. When shot, it throws out red disks in positively lethal spirals.



As long as you have an orb and a few "F" symbols, Reptyl isn't hard to beat. Line up your board with the dinosaur's mouth. Your shots destroy his, but be ready to dodge if any slip through.



Don't waste your time trying to kill these frogs — they're obstacles, not targets. If you wait too long trying to destroy them, you'll get trapped.





At the end of each realm, you can retrieve one piece of the Cosmic Device if you've destroyed the ruler of that world.

After Reptyl, tackle the Emperor's realm. This first-stage boss shoots angled missiles. If you stay at the bottom of the screen, you can sneak in for a shot or two, then find the safe places in between the lines of fire.



of the most difficult to complete. There are few power-ups, and hordes of enemies swarm toward you at once, particularly during the final section.

The Emperor's realm, on the other hand, has a fair number of power-ups and enemies that move in much more predictable patterns. So after you've finished Reptyl's domain, continue on

through the Emperor's for your next challenge.

Throughout your journey, you should hunt for the five kinds of power-ups. The most important are



Move fast to grab this extra life. There's nothing guarding it, but it disappears pretty quickly. If you hesitate for a second, it'll be gone.



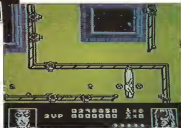
Emperor is one of the easiest bosses—just destroy this bank of guns. Your shots can stop its shots, so line up with each barrel. Start at the top and work your way down.





The first section of the Possessor's realm is difficult because enemies come at you from below as well as from the side. If you have an orb, set it to shoot downwards.

When you reach section two, you'll come to an area where gun turrets are mounted on rails. If you have orbs, set them to shoot out to the sides.



orbs, which fly alongside your surf-board and fire when you do, doubling your firepower. By using the B button, you can also select the direction in which the orb fires.

"F" symbols increase the number of shots fired each time you hit the fire button — and if you collect enough of them, the symbols increase the damage those shots do. "B" symbols are

smart bombs which destroy all enemies on-screen (except for bosses, of course). Regular "S" symbols increase your speed, and larger, silver "S" symbols give you an extra life.



Be careful when facing the Possessor: just before most enemies appear, the area where they'll spring from flashes, and once they're on-screen, they travel in straight lines.



To get by these doors in Mephisto's realm, wait for the ghosts to come out, destroy them, then fly past. If you see the next door opening, stop and wait for that ghost as well.





Although these hands in section two are indestructible, the rocks they throw aren't. If you have orbs, set them to shoot to the side. If you don't have orbs, cross your fingers and try to fly between the valley of rocks.

Mephisto breathes out some kind of vapor that's not only deadly, but shoots at you as well. Line up your board with the emerging vapor and keep firing. If it shoots, zigzag to miss the missiles, then concentrate on the vapor again.



In general, *Silver Surfer* is a well-made arcade game, but there are a few quirks. For one thing, your enemies' shots don't behave consistently — in some realms you can destroy their missiles with your own

shots, but in other realms you can't, and there doesn't seem to be any way to tell which is which beforehand. Likewise, there's some difficulty telling which graphics are just part of the background and which are deadly

obstacles. As a general rule though, if you can't shoot through it, you can't fly through it, either.



To get this orb in Furdord's realm, don't wait for the lava — grab it before the lava falls, then zip out of the alcove afterwards so you won't get trapped by the scrolling screen.



This stretch is much easier to complete if you destroy these lava spouts. If you have any orbs, use them to shoot downward at enemies emerging from below.





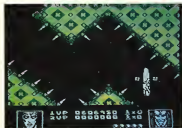
Although his realm is difficult, the Firelord himself is fairly easy to beat. No special trick here — just hang back a little, line up your board, and shoot.



After defeating the first five rulers, you're ready to venture into the Magik Domain. Take a short rest while Galactus calls up the interdimensional gateway to send you there.



**Arcadia**  
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The Magik Realm is the hardest one to get through. Parts of it don't even have many enemies — maneuvering through it is difficult enough.



This rather macabre pair of hunting trophies is the last hurdle to clear before the final boss. Wait for the drop to fall, then quickly fly by or the splash will kill you.



## THE SIMPSONS: BART VS. THE SPACE MUTANTS

**W**e just can't get enough of the Simpsons. This weird but lovable family has become a runaway ratings hit on television and a merchandising phenomenon. Despite their ghastly over-

come his legendary reputation for underachievement? Not without some help, he can't. He needs your help (and that of his family) to search Springfield for mutants and the objects they desperately need to carry out their plans.

bites and bug-eyes — or maybe because of them — Homer, Marge, Bart, Lisa, and Maggie are attempting to knock off the Huxtables as TV's First Family.

But even though these wacky misfits have conquered North America, they must still face their greatest challenge. In *Bart vs. the Space Mutants*, Springfield is under siege. Mutants from outer space have possessed the bodies of ordinary citizens and are secretly working to take over not only this sleepy suburb, but the entire planet as well!

Only Springfield's own Bartholomew J. Simpson is aware of this diabolical scheme. But can the Bartman



### HINT

If you miss too many of the objects the aliens need, the game won't let you advance, and you'll have to backtrack. And since there's a time limit on each level, you can't afford to back up.

Bart's biggest problem — and we know he has several — is credibility. Given his tendency to color the truth, it's easy to see why the fourth-grader would have a tough time convincing people that aliens are invading. Before his family will help him, Bart must prove he's not making up the story by exposing the mutants for all to see.

Luckily, Bart has a pair of super-cool X-ray glasses that enable him to see which townspeople are possessed. Each time he correctly identifies an alien and forces it out into the open, a letter in the name of one of the Simpson clan appears. Spell out the entire name,

Brian Carroll



He may have a town to save, but Bart can always make time for a phone prank. His name isn't an anagram of "brat" for nothing.



Use Bart's X-ray glasses to detect mutant-possessed townspeople. When you spot an alien, expose it by jumping on the townspeople's head.



See the UFO? The occupants of that spaceship are planning to take over the planet. Bart Simpson the unlikely of heroes, is perhaps Earth's only hope.



Before you get radical, use your fireworks to scare away Jebediah Springfield's feathered friend.





If Bart destroys enough aliens to fill in a family member's name, that relative helps him defeat the final boss of the level. Maggie, Bart's silent sister, helps with Nelson at the end of level one.

Level two takes place at the local mall, where your objective is to collect as many hats as you can. You must also do away with some bizarre shopkeepers—like this one.



and that family member will help Bart battle the archenemy at the end of the level.

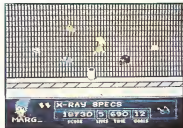
Of course, even Vanna White can spell out names. Your task is much greater. Because the mutants

need several objects from Springfield to carry out their plan, Bart must either remove these objects or alter them. For example, in level one, the aliens need any object that's purple. Bart, being the accomplished graffiti

artist that he is, should have no problem finding enough spray paint to paint the purple items red. Other levels require you to collect hats, balloons, exit signs, and plutonium rods.



That's wet cement below, so be sure to stay on solid footing.



Take time out to check inside the mall's trash cans. You never know what you might find inside.





Watch out for falling luggage! Ms. Botz, that notorious babysitter, is out to squash Bart. You could probably use Marge, who's been known to hide valuables inside her towering blue beehive.



Like any good county fair, the one in level three has several sideshows where you can earn some extra coins. Throw at the top of your jumps to hit the faces.

The end result of all of this mayhem is a ton of good fun. Bart's quest is a delightful, but surprisingly difficult, adventure made especially for the legions of fans that follow the TV show. The game designers at Ac-

claim obviously put a great deal of time into making sure that *Bart vs. the Space Mutants* wouldn't disappoint the cartoon's fans.

The more familiar you are with the show and its characters, the better

you'll do because everyone from Bart's hero, Krusty the Clown, to those 'oons within a' toon, Itchy and Scratchy, make cameo appearances in the videogame. Spotting these characters, catching the inside jokes,



Missing a ride on the ferris wheel can be the pits, so time your jump carefully



Here's everyone's favorite clown, Krusty. Use the air jets for distance while you simultaneously pop the balloons that float across.





Bounce on the glass cases inside level four's museum to get the valuables inside.

Sideshow Bob, a good entertainer gone bad, is the boss of level three. If you remember the TV episode that featured him, you can beat him. Just keep in mind that law-abiding folks have small feet.



and watching for the many Simpson trademarks should motivate even the most frustrated game player to keep going, when things get tough.

And things will get tough—so tough, in fact, that we can't recom-

mend *Bart vs. the Space Mutants* for novice gamers. Even our best game players had a rough time getting through the adventure's later stages. Because you get only two hits per life, and three lives in all, you can make

only a few mistakes before having to start all over again. Remember, though: There is a way to get to every object and around every obstacle—so don't have a cow, man.



Who said alligators were dangerous? Hop on this one for a free ride across the pond.



This Venus flytrap doesn't like bratty boys. To kill this weed, jump on its head.



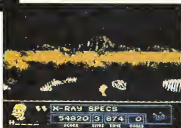


You can step on these blocks only when they're glowing red — and then for just a short time.



## HINT

Bart needs lives—and lots of them. You'll probably end up burning quite a few lives just figuring out how to beat certain areas. So look for the square icons bearing the likeness of Krusty throughout the adventure. Each icon equals an extra life.



## Acclaim

71 Audrey Avenue, Oyster Bay,  
NY 11771



Nuclear power rods are the last elements you must collect. After you find them all, insert them into the reactor found in the power plant's basement.



Look for relatives inside the power plant for some much-needed help. Even Lisa puts aside her differences with Bart long enough to help stop the alien invasion.



## **SKULL AND CROSSBONES**

William R. Trotter

**A**hoy, mates. One day, while pirates Red Dog and One Eye were out cruising the bounding main in search of booty, they were placed under a sleep spell by an evil wizard. The beautiful princess the two were guarding was then spirited away by the wizard and imprisoned on his island. To reclaim the princess—and to redeem their honor as buccaneers—Red Dog and One Eye swear to track down the wizard, even if they must sail to the ends of the earth to do it.

In the rough-and-tumble world of *Skull and Crossbones*, you can swashbuckle as Red Dog, or, in the two-player game, try petard-holting as his sidekick, One Eye. But don't expect to battle ships, sail the Caribbean, or send your enemies to walk the plank.

Instead, you must fight your way through six levels of intense arcade action, some of which takes place on the decks and riggings of sailing ships. As you fight your way through hordes of enemy pirates, skeletons, and ninjas (ninja?), you must collect booty in the form of gold or treasure, which you can later trade for more and better weapons.

At each level of the game, you must kill a specific number of enemies in order to proceed to the next (15 on the first ship, 25 in the ninja camp, and so on). You don't have to keep count—as soon as you've reached the necessary body count, a big arrow flashes on the screen to point you in the direction of the next level.

The six levels can be seen on a map screen, arranged left to right, from easiest to hardest. You can visit any level in any order you wish during the course of a game, but few players will



### **HINT**

Look for booty everywhere, no matter how odd or seemingly unreachable the given location may be. Often, the most valuable loot is in the most inaccessible location.



There's no way you can stop the wizard when he first appears, but it won't hurt to take a shot at him—you might weaken him.



Booty appears in unexpected places—on clouds, for instance. Jump on every spot you can think of.



Be sure you have plenty of weapons before tackling the boss of the first level. And watch out for falling barrels.



You have only two enemies to kill before you've cleared the introductory level. Once the arrow flashes, you're free to proceed to the next level.





Don't touch the skull icons—they're lethal.

The princess's plight grows more desperate with each level you clear.



survive long in the advanced stages if they haven't gained experience on the earlier levels.

Most of the screens in *Skull and Crossbones* are extremely busy: There are lots of fast-mov-

ing enemies, lots of jumping and climbing to do, plenty of booty to pick up, and a bunch of falling objects to dodge.

Although it's useful to practice various things in the single-player

mode, Tengen actually recommends playing the game in the two-player mode — and we agree. When two players are co-operating, one player can manage the firepower and fighting,



You can go to any level from the map screen, but most players will want to take things as they come.



It's dangerous to go near cannon muzzles, but there's usually a valuable item to be had in that vicinity.





The executioner-boss is best handled at a distance, with guns or knives. Fists will kill him, but it takes a long, dangerous time.

Call up the booty screen to exchange loot for weapons.



while the other one scurries around collecting all the booty in sight.

A solo player has five continues in which to finish the game. In the dual-player mode,

the five continues are shared between both players. Each player, regardless of playing mode, starts the game with 50 health points, and additional health points and extra lives are available at various points throughout the game.

Skull and Crossbones features vivid, cartoony, high-resolution graphics, and it's certainly chock-full of the ingredients that arcade-heads look for in their games. But beyond the props and



Remember, you can't go to the next level until you've killed the required number of enemies and the directional arrow begins to flash



After you slay a boss, lots of booty icons appear. Try to grab them all — but avoid the dangerous skulls.





Once you've grabbed the seeker fireball, you can kill all of the enemies on the screen in one fell swoop.

Don't run out of time! If you do, the wizard zaps you, and you have to start from the beginning.



costumes, the pirate concept doesn't really disguise the tiredness that hangs over the whole game. In addition, many players will find *Skull* and

*Crossbones* frustratingly hard as a solo game.

In the two-player mode, however, *Skull* and *Crossbones* becomes a much more balanced game, and one that is

more interesting to play. So we recommend the game for hard-core arcade fans, but suggest that other players try to take a look at the game before buying it.



When the boss of the ninja stage starts to flip over you, crouch down to hit him.



If you can land on a barrel and crush it, you remove that particular nuisance from the screen.





Barrels can drop from anywhere. They'll knock you off the screen and cost you two health points, so watch out for them.



## HINT

In the two-player mode, plan your actions carefully. Normally, one player should concentrate on shooting, the other on enemy-grabbing. But on some screens, each player will have to do a bit of both.

Don't forget to jump on unusual places to search for the best booty.



### Tengen

1623 Buckeye Drive, P.O. Box  
360762, Milpitas, CA 95035-0762



On the Wizard's lake, hop onto the center pedestals to kill the skeletons, then go up the ladders.



This is an easy boss to defeat. Duck when she shoots, then jump up and punch her lights out.



## **SNAKE RATTLE N ROLL**

Phil Powell

**W**hat a bunch of whining crybabies we are. Even with all of our modern conveniences, we can always find something to complain about. Consider, for example, our 20th cen-

tury methods of travel. We can get around faster and more conveniently than any other group of people in history. But still, we moan.

The slippery heroes of *Snake Rattle N Roll* would laugh themselves silly at our bellyaching. Just look at what they put up with. While we're getting upset at the crazy antics of our fellow motorists while locked in a traffic jam, in *Snake Rattle N Roll*, a huge block can pop out from the side of a mountain and push you off the edge of a cliff.

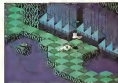
We stew in our own juices for every minute an airline flight is delayed, but in this NES game, gigantic razor blades can slice you in half as you're innocently proceeding on your journey. And while nothing raises our blood pressure like realizing our baggage has been lost, in *Snake Rattle N Roll*, an anvil could fall from above at any minute and crush your head.

Travel has never been more dangerous — or less convenient — than in this game. Oddly enough, though, that's the primary focus of *Snake Rattle N Roll*.

There's not even a story behind the game; all you know is that you're controlling a serpent with the need for speed. And for unexplained reasons, its eventual destination is the moon. To get there, you must guide your snake through 11



If you're fast on the slither, you might catch a ride on this snake shuttle, which transports you directly to level eight.



Big Feet like this one appear throughout the game. They're hard to kill, but they're worth a fair number of bonus points.

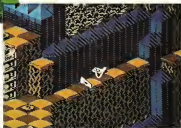


The second level requires a lot of maneuvering. Activating this clock, however, buys you 25 extra seconds.





Zap this mushroom before you approach the scale. After weighing in, start climbing the stairway of blocks that ends above the scale.



Take it slow on this ledge, and be ready with your tongue. Tear through here in a hurry, and you're likely to land on top of a razor blade.

levels of terrain, winding your way past hazardous creatures and deadly natural barriers.

All of this hustling around is bound to make you hungry. Fortunately, eating is almost as impor-

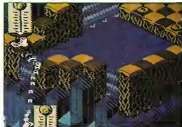
tant to your mission as traveling. In fact, you can't advance from one level to the next until your weight reaches a certain amount.

For your dining pleasure, try Nibbly Pibbles, parcels of energy

shot out of handy dispensers. Throughout the game, the Nibbly Pibbles take on different forms. Early on, they're small balls of food that bounce around energetically. As the game continues, they grow



There's another warp here in the third level, but you must do some heavy-duty jumping to get up to it.

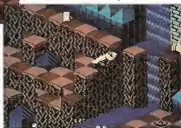


Pools like this one are controlled by death-grip currents. Swimming through these areas is difficult — and so is slithering out of them.





Some level four Nibbley Pibbles flatten out to a small splat when they hit the surface, then bounce away elusively.



The toughest jumps in *Snake Rattle N Roll* force you to change direction or levels after you're airborne.

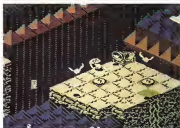
feet and try to outrun your voracious appetite. Later on, the Nibbley Pibbles mutate into birds and fish.

Maintaining your ideal reptilian weight sounds easier than it is. For one thing, some Nibbley Pibbles

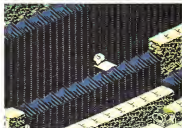
don't contain nutrients. They may look like food, but they explode shortly after being dispensed. Destructive enemies also try to make you lose weight quite rapidly—huge feet try to dance on you, and poisonous plants

and snake-hungry sharks want you for their *vipér du jour*.

But helpful objects also abound in this 3-D world. Tongue extensions let you reach out and touch your food faster, from positions of

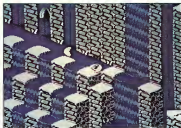


Winged Nibbleys are harder to catch, but if you're patient, you can still get a full meal.



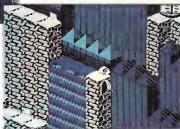
The trickiest part of this magic carpet ride is when your flying rug vanishes. When it does, leap straight up in the air and wait for it to reappear.





As much as you'd like to, you can't ignore this menacing mouth. It spits out the fish tail you need to catch so you can climb the enormous waterfall.

The exit from level six is right beneath you, but how do you get to it? You have to let yourself fall down by the opening, then immediately duck into it.



greater safety. Other items allow you to move faster, give you more time, or make you immune to attack for short durations.

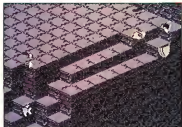
If you're unconvinced that a game about snakes and Nibbley

Pibbles could pose a threat to your gaming prowess, keep in mind that your successful exit from each level must be accomplished within a strict time limit. Basically, in *Snake Rattle N Roll* you've got a short amount of time

and a lot of ground to cover (some of it dangerous). Hey — maybe it's not that different from modern travel after all.



Geyzers can be useful methods of transportation. Here you need to use this gusher to boost your jump to the pool on the upper left.



The easiest way to catch fish is to wait until they've swum into a corner, then go after them. Otherwise, they're likely to dart away from you.





The ice levels are steep and slippery — and probably the most difficult areas to navigate. When this snowball is at the top of its bounce, run to the block underneath it.

If you die making this leap, the computer may reposition you on the block you were trying to reach. If that happens, stay perfectly still until you're ready to jump up the next set of ice stairs.



## HINT

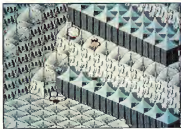
The underwater sequences of level eight are tricky. First of all, the fish Pibbles can zip away from you with ease. They also require more strikes from your tongue to catch, so you must not only find them, but also hold them in place you've eaten them. And remember that you can't exist indefinitely without taking in nourishment underwater. If too much time lapses between Pibbles, you might die.

Nintendo of America

P.O. Box 957, Redmond, WA  
98073-0957



Get closer to the center of this floor of ice. The Ice Foot probably won't be able to reach you, and you'll still be able to catch the Nibbley Pibbles as they land around you.



Here's another snowball to contend with — and one last level to conquer before finishing your busy journey.



## SWORD MASTER

William R. Trotter

**T**he title tells you what to expect: seven levels of nonstop cut-and-thrust action... with a little magic thrown in for good measure.

Long before the Sword Master (that's you) had reached that lofty status, he sought perfection in the art of blade-fighting by leaving his native kingdom of Eledar and roaming the savage Borderland country, taking on all comers in fencing matches.

Now that you have become the legendary Sword Master, you've returned to Eledar, only to find that good King Aragon has been overthrown by the Fire Mage, who in turn is in cahoots with Vishok, the serpent god. Together, these two evil entities have not only unleashed a swarm of ghostly crea-

tures from another dimension, but they've also imprisoned the princess Aria somewhere beneath what was once Aragon's castle.

Beginning in the Forest of Living Darkness, you must hack and slash your way through the seven levels of danger. You must also learn when to put up your sword and use your

magic cloak instead. But first you have to find the cloak.

When the good king fled the castle, he lost his mystic staff and other symbols of power. One of your first tasks must be to find the staff, which can transform

into the valuable Cloak of Might. Whenever you need to use magic spells, you should don the Cloak of Might and gain increased powers to battle evil.

You can obtain the magic staff by defeating the first blue knight (Knight

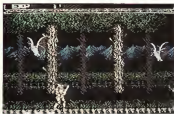
**HINT** Jumping tactics are one key to success in this game. The "A" button controls your jumps; hitting it consecutively allows you to extend the range of your jumps. Master double and multiple jumps as soon as you can. Double jumps are useful for knocking down bats (which in turn increase your experience points), while multiple jumps are especially needed to get through the courtyard level.



This skeleton can parry most of your attacks, so use a variety of strokes and movements to break through his defenses.



Stay on the left here so you'll have time to see whether the wolves are going to jump or stay on the ground.

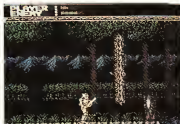


The game begins in the Forest of Living Darkness. Kill the bats for easy experience points.



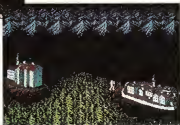
Kill this ogre by darting forward, striking, then backing off. Keep using this strategy until you've finished the job.





When the wizard fires his blue energy bolts, retreat to the far left of the screen and jump just before the bolts hit you.

The map screen shows each stage along your journey to the castle.



of the Serpent). Once you have the staff, you're able to launch magical short-range energy balls. Other spells become yours after you defeat certain enemies.

You can activate the cloak by

pressing Select on your controller. Your list of spells appears when you press Start to call up the menu. To add energy to any spell about to be cast, hold down the B button on your controller.

But if the cloak isn't activated, you fine-tune your fencing skills with the controller. You can choose the angle of your sword by pressing the B button and the directional pad. Push left or right on the direc-

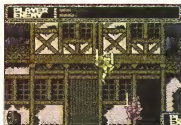


Fire demons can be beaten if you leap up and strike just before they fire. Use the overhand attack.



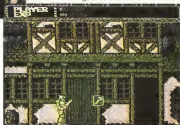
Since these orbs can't be destroyed, wait until they bounce high, then duck under them.





Defeat the Blue Knight by using repeated jumps and overhanded blows

Once you defeat the Blue Knight, the mystic staff appears as an icon in the village street.



tional pad for a side-arm swing, up for the overhead swing, and down for a forward thrust. The most powerful sword attack is the overhead swing, but it is also the slowest and takes up the most room, so

it may not be suitable in tight spots.

As your health bar decreases, replenish it by drinking from flasks taken from defeated foes. Experience points are also obtained through battle victories, but each use of magic

drains a certain amount of experience points from you — so don't rely on magic alone. Your sword-wielding skills are just as likely to save your skin.

Throughout the game, one of the



If you wait until the dragon is finished breathing fire, he'll charge and impale himself on your sword. It will still take several blows to kill him.



Defeat the lizard man by kneeling and rapidly thrusting your sword straight ahead.





Creep forward — shield up — and strike repeated low blows to defeat this enemy.



Once the axe-wielder is defeated, you have a chance to acquire fire magic.

most useful battle tactics is a jump-in, jump-out attack. Quickly slash at an enemy, then retreat to avoid his blows. Your shield protects you against many enemies, so learn to raise it quickly.

*Sword Master* is a smooth side-scrolling, slash-and-dash game. There is little original about the concept, but it does stand out from its over-crowded genre because of two features: It gives you exceptionally

responsive control over the hero's movements, and it offers crisp, nicely detailed graphics. If you're not burned-out on action games, *Sword Master* is a good one to pick up.



This is tricky: Jump up and hit the orb to knock it aside, then make a split-second jump forward.



Use your fire magic to defeat this demon inside the castle.





When this enemy attacks with a mace, jump over him and strike him from behind.

Aim low, move in, duck back — there's a definite rhythm involved in winning your fight with this dragon.



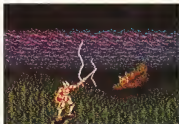
## HINT

This game is not generous with experience points — there just aren't a lot to spare. In general, since spell-casting drains so much energy, you should reserve your magic spells for confrontations with the bosses. Most of the time, your sword, shield, and leaping ability are enough to defeat ordinary enemies.

Activision  
(a division of Mediagenic)  
3885 Bohannon Drive;  
Menlo Park, CA 94025



Ouch! — spiked balls and falling boulders! If you feint a jump at the boulder, you'll cause it to fall so you can cross safely.



Smooth player control and sharp, atmospheric graphics help save this game from being another routine exercise in swordplay



## WHOMP 'EM

**I**magine Luigi's surprise when, after tracing the Mario family history, he discovers that he isn't Italian after all. The blockbuster videogames, the TV shows, the breakfast cereal — they all have to change because Luigi has discovered that he's a Sioux Indian! Evidently Luigi was stolen by renegade plumbers many moons ago.

OK, OK, we may be stretching the truth, but you'd never know it if you played *Whomp 'Em*. Except for a clean-shaven face and a radically different wardrobe, *Whomp 'Em*'s Soaring Eagle, the star of Inleco's romp through Never-Never Land, is the spitting image of Mario and Luigi. He's elfishly cute, he's dangerously armed — and he's got a lot of work to do.

The true story — honest Injun — is this: Soaring Eagle, a young Indian brave, has been called on to search each of eight worlds, hunting down whatever creatures dare cross his path and collecting the magic items these creatures leave behind once they've been scalped.

His chances of making it to the climactic final world, which is veiled in secrecy, depend on the number of creatures he kills and how many items he collects.

In addition to the parallels between Soaring Eagle and the Mario characters, *Whomp 'Em* also shares the merry, flighty flavor of the *Super Mario Bros.* games. Its format, however, is more similar to another wildly popular adventure trilogy, the *Mega Man* series. In fact, the resemblance at times borders on duplication. One of *Whomp 'Em*'s level bosses looks and acts al-

### **HINT**

Don't expect to come away from your battles against the level bosses without a scratch. Before you fight them, make sure you have a healthy supply of extra lives — three is usually sufficient — and collect some gounds to beef up your energy.

between Soaring Eagle and the Mario characters, *Whomp 'Em* also shares the merry, flighty flavor of the *Super Mario Bros.* games. Its format, however, is more similar to another wildly popular adventure trilogy, the *Mega Man* series. In fact, the resemblance at times borders on duplication. One of *Whomp 'Em*'s level bosses looks and acts al-

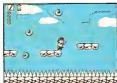


You can restore one unit on your life meter by collecting one small heart. The larger hearts restore all of your life units.

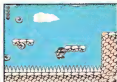
Brian Carroll



Soaring Eagle is invincible for a short period of time if he wears this deerskin shirt.

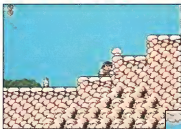


You should be OK if you move steadily through the first world.



...but if you fall off any of the ledges, you've got one unhappy scout on your hands.





Magic potion bottles like this one are good for one extra life each. Make sure you grab as many of them as you can.



You must complete world one before you can advance to the seven theme worlds. With the exception of the secret mountain (which is your final stop), the worlds can be explored in any order.

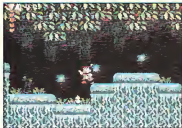
most exactly like the Wood Man from *Mega Man 2*.

And just as in the *Mega Man* games, special weapons or powers are awarded after each level in *Whomp 'Em*. For example, once

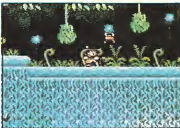
you've explored the Sacred Woods and defeated the Woodman lookalike, you're given the Spear Whirlwind, which repels enemy attacks and breaks through rock. This item (or totem, as the special powers are called), is the key to

defeating the boss of the Secret Cliff, and soon. Once acquired, the totems are yours for the rest of the game.

As your path becomes more treacherous, you must adapt your powers. But it's equally important



Round up as many gourds as you can to increase your life force.



Soaring Eagle's defensive power is increased when he finds a buffalo headdress. While you're in this quiet area of the Magic Forest, take time to gather some magical items.





Your battle with the boss of the Magic Forest is a two-round, one-knock-down bout. First, do some damage to this suspended cocoon ...

... then go after the golden butterfly inside. Keep a sustained attack — if you retreat, the bug's life force restores itself.

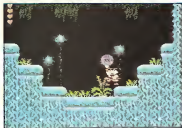


to stockpile magic potions (which are worth extra lives) and gounds (which increase your life force) because your battles with the level leaders are as much tests of endurance as they are feats of combat.

The key to getting through the busier sections of the game is to keep moving. Because Soaring Eagle is a walking magnet who attracts adversaries wherever he goes, the quicker he moseys through the more crowded

scenes, the fewer chances his foes have to multiply and swarm around him.

Once the action has become manageable, you should slow your pace and hang around these quieter



When you've swatted the Magic Forest's butterfly, you earn a Web weapon, which gives Soaring Eagle Spider-man-like abilities.



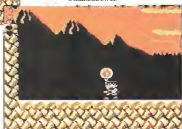
This area early in the Fire Test world is extremely dangerous. You must avoid the falling fireballs while hustling across the moving platforms.





Don't bother jumping to put this fire out. Move from side to side and jab the boss in the middle.

When you defeat the fire man, you earn a fire wand, which operates like a flamethrower.



areas to collect items. When the varmints start coming one at a time instead of in packs, that's your cue to gather up lives and energy.

What can we say? *imitation is the sincerest form of flattery*, and

*Whomp 'Em* was influenced by two of the most popular NES series, *Super Mario Bros.* and *Mega Man*. Luckily, *Whomp 'Em* is just as much fun and as charming as those games. It should please those who haven't played the

other adventures — and it won't disappoint fans of *Mega Man* or the Mario brothers, either.



Before going after the leader of the Ice Ritual world, spend a little time in this shaft harvesting magic items.



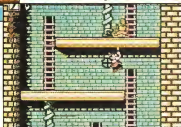
You will have to jump to get at the boss in the ice ritual.





This guy breaks apart into a circle of smaller pieces for his first attack, then reassembles to finish you off. The best times to get him are just before he disintegrates and just after he reassembles.

You can stick your enemies by thrusting your spear through the ledges in the vertically scrolling sections of the game.

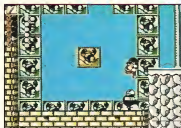


## HINT

Every good station elf knows how to make good use of his free time. If there are no foes in the area, use your spear to poke walls, ceilings, anywhere and everywhere. Often you'll uncover magic potion bottles, guards, and hearts without risking major wounds.

## Jaleco

310 Era Drive; Northbrook, IL  
60062



You need at least three extra lives to outlast the boss of the Secret Cliff. A Spear Whirlwind would also be handy, since it's just powerful enough to do some sustaining damage.

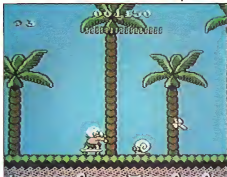


Warp 'Ere's final world, signified by the mountain in the middle, is a secret. Wear Soaring Eagle's moccasins and discover for yourself what lies beyond.



# Adventure Island II

Stephen Poole



Although the skateboard can shorten your trip through each part of an island, it has its drawbacks. You can't turn around on it, and you can't get off unless you hit a rock, lose a life, or find another means of transportation.

**Y**ou'd think that young Master Higgins would be ready for the simple life after the perils he faced rescuing the lovely Princess Leilani in Hudson's *Adventure Island*. But the same witch doctor that abducted Leilani has now kidnapped her twin sister, Tina. Naturally, it's up to everyone's favorite island tyke to free her.

*Adventure Island II* follows the same formula as Hudson's *Adventure Island*, but the sequel has eight islands for young Higgins to explore instead of one. The basic game play is the same: As Higgins, you begin the game unarmed and must uncover weapons,



Bonus areas like this one can provide Higgins with weapons and nourishment—but it takes good timing to hop from spring to spring.

valuable items, and friendly creatures by breaking the eggs you find scattered throughout each island.

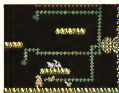
Dashing around each island searching for the kidnapped Tina takes a lot of energy, so you have to be on the lookout for food to restore your life meter. Fruits, vegetables, and milk really agree with Higgins, but don't try to give this young hero eggplant—it rapidly drains his energy.

You'll run into all sorts of animals during your search for Tina. Dendly snails, fire-breathing snakes, hostile fish, and swooping birds can all end Higgins' life with just one touch. Most of these critters can be avoided with



After you've given the Hudson Bee, you can start each new life holding the weapon with which you died.





To defeat this boss, avoid the green lines while tossing axes at its middle. The rocks that the pteranodon drops come in especially handy here.

clever jumping, but the stone axe you find early in the game is effective against all of them.

Many eggs contain prehistoric creatures that you can use for transportation and protection. You can ride a red camptosaurus that spits fire, a blue camptosaurus that can destroy enemies with a flip of its tail, and a pteranodon that can drop rocks as it soars above any danger down below. And don't forget your trusty skateboard — perfect for speed, but dangerous if you don't know what lies ahead.

The bright, cartoonlike graphics and basically nonviolent premise in *Adventure Island II* make it especially suitable for younger gamers, but keep in mind that it does require good hand-eye coordination. There are several features that even the odds for less-experienced game players, however. Bonus rooms with extra points and one-ups automatically appear after each level. Secret rooms contain one-ups and the Hudson Bee, an item that lets you begin a new life using the weapon with which you died.



The blue camptosaurus gives you added protection against enemies, but neither you nor your prehistoric friend should play with fire.



The only enemies you have to worry about when riding the pteranodon are unfriendly birds. Higgins can survive a fall from his prehistoric plane if he doesn't land in water or in a fire.

Another new feature lets you "store" weapons and friendly creatures to use on new islands. You can begin the game on any of the eight islands, but the going can be tricky on

some of the latter islands if you don't already have a weapon.

The addition of the prehistoric creatures and different islands gives *Adventure Island II* much more variety than its predecessor, though the locales do look a bit the same from island to island. While there is a small amount of violence — Higgins "kills" snakes, snails, and even pigs — it's of the cartoon variety and isn't graphic. And there's enough challenge for adults to enjoy the game, too. This is one game that truly does have some-

GP

#### Hudson Soft

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515; South San Francisco, CA  
94080



# BaseWars

Brian Carroll

**T**hese days, the battle of wills around the baseball diamond isn't only between pitchers and hitters. Behind the scenes, there's another battle going on between the baseball players and the team owners. Players' salaries have hit record levels, and owners' revenues are also hitting all-time highs. Who loses? The fans.

In *BaseWars*, baseball fans can extract a little revenge. In this futuristic game, the players have priced themselves out of the market, and have been replaced with automated, preprogrammed baseball machines.



With earnings you make by winning league games, you can buy new parts to increase your robot's strength.



*BaseWars* gives you the option of setting up your own league.

Those boys of summer have been supplanted by cyborgs, tanks, flybots, and motorcycles programmed not only to win games, but also to destroy each other in the process.

The result is a brutal and violent version of what was our pastoral national pastime. While baseball purists may balk at the idea of combat in the grand old game, they should be reminded that it's just a videogame.

*BaseWars'* unique game idea is ideal for the NES. By relying as much on medieval jousting as on traditional baseball strategy, the game is able to deliver a new fast-paced hybrid sport, with aluminum ath-

letes that do things you'll never see on a real baseball diamond.

For example, force-outs and close calls on the base paths turn into one-on-one battles between the runner and the fielder. Just try to imagine Rickey Henderson, Major League Baseball's premier base thief, brawling with San Francisco's Will Clark before he can land on first. *BaseWars* even takes it a step further. If a player gets thrashed often enough, he explodes.

Given the stakes, how you perform in these battles for bases is as important as how many base hits you get. Whenever possible, you should try to stretch singles into doubles or doubles into triples. And

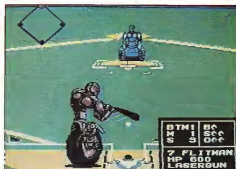


if the play is close, be ready to exploit each opponent's weaknesses in an exchange of blows.

You also need some knowledge of baseball to play *BaseWars*. Knowing how the sport is played becomes especially handy on the pitcher's mound, where you're able to throw pitches with more curves than a mountain road. By pressing and holding the A button, you can also hurl fastballs that are barely visible — and even less hittable.

Although *BaseWars* might first seem overly simplistic, it offers a wide range of options. To get the most out of the game, form your own six-team Cyber League and play a season. You earn \$20,000 for each win — money that can be used to buy weapons and spare parts, or to pay for repairs to your damaged robots.

Fun to play, *BaseWars* is also pleasing to watch. The sharp graphics follow the combatants as



You've never seen action like this in a major league game. In this game, you have to fight for the extra base — literally.

CONFIRMATION					NO. 8
CALIFORNIA					
OWN	ROBOT	OPER.	HP	DEF	
1	CYBORG	GREENE	C	R	
2	TRUNK	SHOOT	SS	R	
3	FLYBOT	HARREN	10	L	
4	FLYBOT	ROARK	30	R	
5	TRUNK	MULTERS	LF	R	
6	CYBORG	BERNETT	CF	R	
7	TRUNK	LYNCH	P	R	
8	CYBORG	GLASK	OF	R	
9	FLYBOT	SMITH	3B	R	

Before heading out of the dugout, you can modify the types of robots in your lineup, their names, field positions, and batting order.

they play in a spacious, futuristic arena. The joust sequences are not visual masterpieces, but they clearly convey what's going on.

The game has its flaws. It's unfortunate that you can make no personnel changes once the ball is in play. You can't pinch-hit or change pitchers, for example. You're also unable to bunt. These limitations minimize your role as team manager. And, as with many baseball simulations, it's very difficult to field balls in the outfield since your players ap-

pear at approximately the same time they need to be in position to make the catch. There just isn't time to react.

You're also at a definite singular disadvantage when playing against the computer, which always knows where its fielders are positioned. But don't let these minor limitations obscure the merit of *BaseWars*. It would make a fine addition to anyone's NES sports library.

GP

Ultra

900 Deerfield Parkway,  
Buffalo Grove, IL 60089-  
4510









You can aim your cast over quite a large area. Just remember that any casts off the screen to the left or right result in a broken line.



The best fish can be found lurking around lake obstacles, but these hazards can be bad news to your line. "Thumbing" your casts allows you to put the lure where the fish, not the obstacles, lie.

ally increases for the first six days before decreasing in the last six. You've got less than two weeks to prove that you can out-fish your worthiest opponents.

Once out on a lake, you can move to different spots, should your initial location prove unproductive. Moving around, however, uses up precious time, and you're going to need every second — particularly at the beginning of the tournament.

Perfect your casting early. Your casting strength is measured on a power meter similar to those in golf games. It takes timing to produce a long cast, and you need to work on your "thumbing" technique (interrupting a cast by placing your thumb on the reel) to make an accurate cast.

In the later stages of the tournament, pinpoint accuracy is essential because you need to drop your line near the various lake obstacles where the fish hide. Being adept at thumbing can mean the difference between taking the trophy home or inventing a "one that got away" tale for the guys back at the lodge.

The choice of a lure is also an important consideration in *The Black Bass*. In the earlier lakes, smaller fish and shallower depths are the norm, so a surface lure such as the pencil or the frog is the best choice. When you're after a really big bass, a plastic worm or the classic spinner is the way to go.

You need to know how to use the lure, too. You can make a lure perform

TOURNAMENT RECORD		
BLACK BASS		
6. 10. 10	7:37	
SHALLOW FUMMER FID		
TROUGH TROUT		
2. 10. 10	18:19	
PENCIL BASS		10.10
BLACK BASS		
3. 10. 10	9:30	
SHALLOW FUMMER FID		

The tournament scoreboard keeps a running total of your catches throughout the 12 days of the tournament. You can advance to the better lakes by keeping your daily poundage as high as possible.

specific movements, for example, to make it more attractive to the fish. Working the lure skillfully can add considerably to your total catch. You won't be able to conjure up a warm summer day or the "ploink" of a lure hitting the water while playing *The Black Bass*, but the game lets you get lots of practice for those lazy days to come.

GP

#### Hot-B

1255 Post Street, Suite  
105, San Francisco, CA  
94108



# Castelian

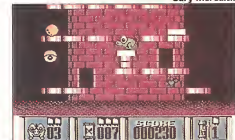
Gary Meredith

Is there not enough frustration in your life? Are things going a bit too smoothly? Perhaps a dose of *Castelian* is just what you need to put the world back in perspective. The anxiety you'll feel while trying to climb to the top of the eight towers in this game will give you a new appreciation of the quiet life.

You're Julius, one of the good citizens of Jemmerville, an island nation on the planet Centaurus. You're also a loyal employee of Domoloco and Sons, one of the many mining companies in your country that dig for the most exquisite gems in the galaxy. Naturally, all that raw ore makes Jemmerville a prime target for conquest.

One night while you were sleeping, aliens began to surround your island with eight towers which threaten to cut off Jemmerville completely from the outside world. Because you're such a valued employee, Mr. Domoloco volunteers your services to climb each of these towers and topple them with your Destructo Bombs. You must succeed before the aliens finish the eighth and final tower that will seal Jemmerville's fate.

Each tower is loaded with platforms, elevators, and false floors—as well as a number of alien guard machines. Some of these aliens, such



You have to be quick off the mark, even on the first tower: When using the doorways to escape a Hexalon, remember that you may run into another one on the other side.

as the Spheroids, can be destroyed with the Carbonbombs you carry. Others, such as the I-Balls, the Hexalons, and the Tri-Zeroops, can never be destroyed. You must find a

way around these enemies by using the elevators and stairways in the towers.

You begin at the very bottom of the first tower with three lives to



The orbiting Spheroid is one of the few tower guards that you can destroy with your Carbonbombs. You have to be ready for the Spheroids, however, when you come through a doorway.



Once you've scaled a tower and set off your Destructo Bomb, you go on to a bonus round, where you can add to your score by grabbing some of the gems for which Jemmerville is famous.





Picking up all the beautiful gems in the bonus round is nice, but don't forget to get them to the Clock Tower before time expires. If you don't, you won't receive any valuable bonus time for them.



Each new tower becomes progressively more difficult to scale, not only because of the increased complexity of its structure, but also because of the increased number of enemies with which to contend. Here, the 1-Ball population has grown considerably.

spare. If you can accumulate 5,000 points (or 10,000 points, if you're playing in the "hero" mode), you've earned an extra life. But getting those points isn't a foregone conclusion.



Since time is at a premium on the final three towers, gathering all the bonus gems becomes a necessity. Unfortunately, if you happen to fall into one of the bottomless pits, you lose all the time you've earned.

*Castles* is a devilishly difficult game to get into — lot alone score well in.

From the very first tower, you're continually harassed by the various alien guards and frustrated by the maddening construction of the towers. Further complicating matters, you have only a limited time to scale each tower.

If (and that's a big "if") you make it to the top and destroy a tower, you advance to a bonus stage. Here, you can earn bonus time or extra points (and maybe extra lives) by finding gems. And you'll need every second and every life you can scrape together, since the towers become progressively more difficult as you go along.

Based on the computer game *Tower Toppler*, *Castles* has a new plot, although the cute graphics and

intense frustration level have been faithfully transferred to the NES format. *Castles* is probably not the game you'd choose for a pleasant, unhurried afternoon of gaming, but if you're looking for an arcade/puzzle game to tax your patience and arcade skills, we've got a game for you.

GP

#### Trifix Entertainment

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# Harlem Globetrotters

Stephen Poole



You'll never miss with the somersault dunk shot — but you're likely to see it only once or twice during a game.

**T**he Harlem Globetrotters are probably the most unique basketball team in history. For more than 60 years, their madcap antics have brought laughter to fans all over the world.

But in addition to a great sense of slapstick, the "Clown Princes" of basketball are incredibly talented athletes. After all, how many NBA players could score a basket by place-kicking the ball from half-court — even if it were a legal shot?

Now the Globetrotters are making their debut on the NES. In *Harlem Globetrotters*, you can play as the Globetrotters or the Generals, the team that has to keep a straight face

at the Trotters' hijinks. Up to four players can compete using an adapter, with one or two players on each team. There are two levels of play, Rookie and Pro, but the main difference between them is the shot clock (45 seconds at the Rookie level, 24 seconds for Pro).



As soon as the referee's points all in his sides, you realize this isn't going to be the usual basketball game.



A hook shot from your own free throw line might seem strange, but you'd be surprised at how often it drops through the hoop.

It shouldn't take you long to get the hang of game play. On offense, you control the ball handler (if someone else is playing on your team, you split ball-handling chores), and dribbling is automatic. Aside from that, all you can do is shoot the ball or pass to a teammate. Defensively, you control only one player, trying to block a shot or steal the ball (shot-block attempts are automatic at the Rookie level).

If you're playing as the Globetrotters — and you'll want to most of the time, since there's not a lot you can do as the Generals — you naturally have a few tricks up your sleeve. You can make normal passes and shots, but what fun is that when you can try a behind-the-back pass or a somersault dunk shot?

The Generals are quite different from their real-life counterparts. You almost never get an offensive rebound against them, and the Generals' out-





The kick shot is a lot more accurate if you're inside the three-point line.

side shooting is very accurate. If you try to move the ball by dribbling, it will be stolen almost the second you move.

*Harlem Globetrotters* has a few quirks. There seem to be certain places on the court where the ball can be stolen from you just because you're standing there. And there are other spots where you'll miss your shot 99 percent of the time — and it's not because you're well-covered or beyond your shooting range.

Does *Harlem Globetrotters* succeed in bringing the Globetrotters' wacky



Don't take the Generals' skills too lightly. Unless you're playing tough defense, they're going to hit the mark fairly often.



It's not the fanciest shot, but the slam dunk means an almost certain two points.

stunts to your Nintendo? Not really. You can try trick shots like the half-court hook shot or the kick shot, but you don't have any control over which trick is attempted. You just press a button and wait to see what happens. The action would be a lot more entertaining if you could first choose a trick to attempt, then carry it out with a series of controller moves.

Still, *Harlem Globetrotters* can provide fun for novice gamers. Older or more experienced players, though, might find that the challenge fades rather quickly. After all, the crazy ball-handling stunts and trick shots are

what made the Globetrotters famous, and a little more emphasis on that part of the game would make *Harlem Globetrotters* much more appealing.

GP

#### GameTek

2999 NE 191st Street, Suite  
800, North Miami Beach, FL  
33180



# Hollywood Squares

Leslie Mizell



As in the TV show, the celebrities in *Hollywood Squares* have a joke for every answer. This is the answer to the question "Is there a difference between a carpet and a rug?"

fill a square of a tic-tac-toe board. Two contestants (X and O) choose a square, and the celebrity in that square answers a question. The contestants then decide if they agree or disagree with the celebrity's answer. If the X contestant, for example, is correct, the square is filled with an X. If the contestant is wrong, his opponent wins the square, and it's filled with an O.

Unfortunately, while game show videogames should be free-spirited, even wacky (Hi Tech's *Remote Control* is a good example), *Hollywood Squares* doesn't even try. Not only are there no real celebrities — or take-offs on celebrities, which would really be fun — but their names (and those of the contestants) can't be more than four letters long. It's a small detail, but it seems silly for a "Beth" or an "Eddy" to be giving punchlines for the jokes. And



In the second game of every match, you have a chance to win a vacation by finding the Secret Square.

most human contestants will have to use their initials instead of their names.

There are 400 questions included in the game. This may seem like a lot, but it isn't. While the same question is

**D**on't look for Paul Lynde in the center square. Charlie Weaver and Wally Cox are missing, too. Not even Peter Marshall is here. In fact, there are a number of holes in *Hollywood Squares*.

*Hollywood Squares*, one of the oldest game shows, is the latest TV show to be turned into a Nintendo game by GameTek. But while *Wheel of Fortune* and *Concentration* lend themselves well to NES translations, *Hollywood Squares* doesn't have the necessary substance to be a videogame that remains enjoyable with repeated playing.

On the surface, *Hollywood Squares* seems to be a faithful translation of the game show. Nine "celebrities" each



Some of the questions are easy, while others, like this one, are fairly obscure.



never asked twice during a match, questions are reshuffled after each contest. With at least a dozen questions asked during each three- or four-game competition, it doesn't take long for the same questions to start popping up again. Admittedly, the celebrities may give different answers, but if you remember the *correct* answer, you've got an edge.

You'll also have an edge if you're up on your biblical studies or Chinese history. There seem to be an unreasonable number of questions in these two subjects.

When all is said and done, the winner of the match gets to choose one of five keys to stick in the ignition of



There are as many tied games in *Hollywood Squares* as there are in real tic-tac-toe. Tied games are thrown out, so it still takes two games to win a match.



one of five computerized sports cars. If you lose the first time, don't worry. As long as you remain champion, you can keep picking cars—as long as you remember which cars you've chosen, and as long as you stay interested, which, for many players, may not be too long.

**GP**

You get only one opportunity to choose a key, but you can keep picking cars as long as you remain champion.

Too bad that the fabulous new car you win in the bonus round isn't one you can take on the open road.

#### GameTek

2999 NE 191st St., Suite 800;  
N. Miami Beach, FL 33160



# Jim Henson's Muppet Adventure:

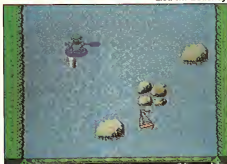
Lisa M. Bouchev

**M**iss Piggy has long had her sights set on two things — Kermit the Frog and a show-business career. But being billed as a sideshow attraction is not what she had in mind.

Still, in *Jim Henson's Muppet Adventure: Chaos at the Carnival*, that's exactly where our *frème fatale* finds herself. The devilish Dr. Grump has kidnapped Miss Piggy, and now she's the star attraction in his carnival of confusion. It's up to Kermit and his ragged band of Muppet rescuers to save the indomitable pig.

In this new game from Hi Tech Expressions, you get to explore the carnival as not just one of your favorite Muppet characters, but as four — Kermit, Fozzie Bear, Animal, and Gonzo. Each Muppet must survive one carnival ride and find a key that helps unlock the cave of Dr. Grump and the evil Grumpasaurus.

The "Lost in Space" ride is perfect for The Great Gonzo's daredevil nature. To find the key in this attraction, you must guide Gonzo through space, avoiding obstacles, collecting prizes, and destroying the space station. Nothing is too risky for Gonzo, but he still faces some tough tests from Space Dogs, an asteroid cave, and flying satellites.



As you navigate Kermit around rocks in the river, make a beeline for periscopes and buoys—they restore your power and give you extra chances to run the rapids.



Avoid the booby traps and rubber-band buzzsaws on the Car Crash Course, or Animal won't have enough power to finish the obstacle course and pick up his key.



Docking with fuel canisters restores Gonzo's power in the Lost in Space ride. You need all the power you can master to destroy the enemy space station and earn your key.



# Chaos at the Carnival

Clumsy, well-intentioned Fozzie Bear needs your help to get through the "Fun House Ice Cream Maze" and find his key. Watch out for carnival barkers and moving walls as you guide

the bear comedian. If the barkers block your path, throw bones, banana peels, or hearts to get them out of your way.

Animal likes to have lots of loud fun, so the "Car Crash Course" is the

perfect challenge for this wild and crazy Muppet. Steer Animal around the booby traps, oil slicks, and rubber-band bumpers to find the key. Running over the flags on the course helps rack up extra points and restore his power.

To find the fourth key, you must help Kermit navigate his boat down a raging river. Keep a sharp eye out for rocks, floating logs, and a changing shoreline as you shoot the rapids on your rescue mission.

Once the Muppets have earned all four keys, Kermit can unlock Dr. Grump's cave. But although he's prepared to meet the Grumpasaurus when he enters the cave, he finds himself standing on a sandy beach instead. Where are the bad guys? Just hop along the beach until you find the monster. Remember, He may be big and ugly, but even the meanest monsters have their weak spots.

Compared to the cartoon-inspired Disney and Simpson adventures—or even Hi Tech's *Seaser Street* games—the graphics in the *Muppet Adventure* are disappointing. Even the character sketches in the instruction manual are more realistic than the game's graphics—and some of the characters are so small that it's hard to tell which Muppet is which. Still, members of the Muppet Baby generation will probably enjoy the game, although it might have limited appeal for older players.

GP



Carnival barkers chase Fozzie through the Ice Cream Maze. A well-placed banana peel whisks them out of your way—but watch out for moving walls and dead ends.



A feather is all Kermit needs to defeat the Grumpasaurus monster.



Hensay isn't frightening, but this monster's bark is worse than his bite.

## Hi Tech Expressions

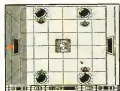
584 Broadway  
New York, NY 10012



# KlashBall

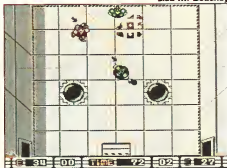
Lisa M. Bouchev

**C**rash into the 23rd century with KlashBall. In this futuristic game, based on the "primitive" sports of soccer, basketball, and hockey, two teams of techno-gladiators battle each other in an arena full of space-age twists.



In a one-player game, your team wears red and plays facing the goal at the top of the screen. The player under your immediate control is highlighted by an arrow.

Dressed in a full-body suit of armor, you need all the speed and strength you can muster to maneuver a three-kilo energy sphere into your opponent's goal—a four-foot gaping hole in the end wall of the arena. Your team of four players and goalie can battle a team headed by either the computer or a friend. But the goal is



If your team's skill level is high enough to execute a successful tackle, the player you take down loses some of his stamina—and slows down substantially.



Before you choose which team—Verna, Lacata, or Draco—you want to portray, study its stats. Power, skill, and stamina levels vary from team to team.



The roving squares that appear on the field from time to time are power tiles. Simply run over them to pick the tiles up. This "T" tile increases your team's stamina.

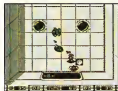


simple: The team with the most points when time runs out is the winner.

Solo players can choose between Knockout and League play. The Knockout game is a best-two-out-of-three match, and if you defeat ten opponents in a row, you're crowned KlashBall champion. In League play, your team plays a weekly match against the other teams in the league for an entire season. Teams move up or down in the rankings as they win or lose matches. If your team finishes the season in one the top three slots, you advance to the Power Bowl finals and fight it out for the championship.

Knockout and Single-Round options are available in a two-player game. In the Knockout mode, the team that claims two out of three rounds walks away the winner, but in Single-Round play, you play only one match against your opponent.

At the start of each round, the teams' power, skill, and stamina levels are displayed. You then select one of three teams: Verna, Lacata, and



To make your goalie dive sideways, push the B button and move in the direction you want him to dive. When the goalie touches the ball, he automatically throws it toward the center of the arena.



When you pick up the "B" power tile, a small goal barrier appears in front of your goal to block the opposing team's shots.

Draco. If your team wins a round, bonus coins equal to the number of goals you scored are added to any coins you picked up on the floor of the arena during the game. You can use the power coins to change variables and improve your team's status and increase its chances of winning.

For example, two power coins extend the time limit for the round, three coins give your players extra stamina, and four coins increase their skill level. Six coins result in a power boost, and scooping up eight coins scores an extra goal for your team.

You should also learn how to use the warp tunnels and the bounce domes on the arena floor so you'll have an easier time winning. Warp tunnels are located at the midpoint of each side wall. Passing into the tunnel sends the ball shooting out the other

side at the same speed and angle at which it entered, enabling you to make passes to teammates on the other side of the playing field. In a sort of space-age pinball twist, bounce domes rise above the floor and give off electrical energy that repels the ball, sending it bouncing off the walls.

But no matter which way the ball bounces, SOFEL's KlashBall will be a lively addition to any game collection. Crisp graphics and clear ball movement make it easy to play, and it's a nice change from all the simulations of the popular "primitive" 20th century sports.

GP

**SOFEL**

1341 Ocean Avenue, Santa Monica, CA 90401



# Mendel Palace

Stephen Poole

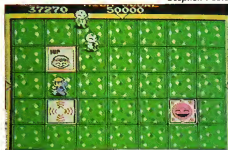


f all her toys, Candy loved her dolls the most. She would spend hours with Toby, Mira, Tako, and the other dolls, and sometimes it seemed to her that they were really alive. When she went to bed, she even dreamed that they could run, jump, and talk to her.

Unfortunately, when Candy's fondest dream came true, it turned out to be more of a nightmare. As she slept, her dolls really *did* come to life. But now that they're alive, they're not as nice as they were in Candy's make-believe world.

Since they know that if Candy wakes up, her dream — and their newfound freedom — will end, they've decided to keep her asleep forever. The dolls kidnap the child and take her to a place in doll-land called Mendel Palace, and the only way she'll ever wake up is if her best friend, Bon-Bon, can rescue her.

In *Mendel Palace*, the latest release from Hudson Soft, you play the part of Bon-Bon as he searches for Candy. To find her you must search through eight dollhouses — but don't think that rescuing Candy is going to be child's play. Each dollhouse contains enemies that present unique challenges, and you have to clear all eight



The roulette panel rotates between four items, but the one-up panel is the one you should try to get. Study the pattern of the rotation carefully, but don't forget about any nasty dolls in the vicinity.



These Vinci dolls aren't master artists, but once a drawing is completed, you can't shuffle the panel — although if you shuffle them before the pictures are finished, anything the dolls have drawn is erased.



If you walk over a moon panel, the room darkens and all the panels turn to stars. While it's not smart to do this if you're facing fast enemies, the lumbering Samo dolls never catch you as you rack up stars.





The Tako dolls are a nice touch in the game. When you knock them down, a frown appears on their faces when they hit the floor.

dollhouses before you can even set foot inside Mendel Palace.

The floors inside the dollhouses are made up of panels, and your only weapon against Candy's kidnappers is your ability to shuffle the panels. If you shuffle a panel on which a doll is standing, the doll falls down and slides across the floor. To destroy a doll, you have to keep shuffling panels until the doll slides into a wall and breaks.

Since each kind of doll has its own style of movement and attack, you have to adjust your strategy in each dollhouse. For example, the Sumo dolls don't move very quickly, but if you shuffle them they stomp on the floor and flip over a whole row of panels—and send you careening into the wall or another doll if you're standing on that row.

The Vinci dolls, on the other hand, aren't very aggressive, but they do draw on the panels. Once a drawing is completed, you can't shuffle that panel; in the higher stages the drawings come to life and join forces with their creators.

Some of the panels are actually two or even three panels in one, and by shuffling them you can reveal bonuses or special action panels. Star panels contain stars you collect for an

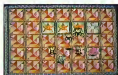


In some rooms panels can be shuffled until they change into metal. You can use these to form a wall, blocking off dolls while you search for bonus items.

extra life, special bonus panels take you to an extra stage, and roulette panels rotate between four helpful items (including a one-up.)

But some of the action panels can be useful or deadly, depending on when and how you use them. The sun panel, for example, shuffles every panel on the board, slamming almost every doll into the walls. At the same time, however, it could uncover a score of enemy panels that create more dolls than you destroyed in the first place.

Hudson Soft has a reputation for designing games with younger players in mind, and the storyline of *Mendel Palace* will undoubtedly appeal to that same group. But don't let that fool you—*Mendel Palace*'s charming story might be kid stuff, but the combination of fast-paced action and strategy makes it a winner for gamers of all ages.



Toby dolls jump when you get near them. Use their shadows to determine where they'll land, then position yourself to shuffle them safely.

GP

#### Hudson Soft

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94080



# Metal Mech

William R. Trotter

**M**etal Mech is an extremely elaborate and challenging shooter that also involves a great deal of exploration. Its difficulty level is high, compared to other recent games, and it features a more extensive — and imaginative — array of situations, enemies, and screen layouts than most games of its type.

The setting is the near future, where civilization is threatened by thousands of Metal Mechs — half organic, half mechanical alien creatures that are controlled by the Alien Queen from her heavily guarded spaceship.

The forces of freedom have managed to capture a single Metal Mech (it looks like one of those "walker" fighting machines from *The Empire Strikes Back*), and their plan is for a lone brave pilot (guess who?) to guide the mech through the aliens' strongholds to find and destroy their queen.

The six levels of the game are very difficult — and very long. Whenever you die, you must start again from the beginning of that level, so don't be surprised if you find yourself fighting the same aliens over and over. Those with a low frustration level might find themselves abandoning their quest — at least for a while. But then the size and complexity of the mission will probably draw you back.



Don't look for intricate killing methods. If these little tanks get underfoot, just stomp on them.

Most of the time, your attacks are made from the security of your Metal Mech. Indeed, whenever possible, you should stay inside the machine because it has an awesome capacity to absorb

enemy hits. There are many tight places, however, which can be explored only on foot. Once you're outside the machine, you're a very small character — maybe too small. The character is often difficult to control as

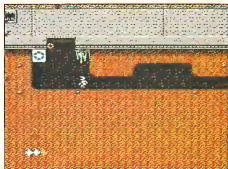


You can find the key to level three by searching on the top of the second tower near the end of level two. Shoot the object next to the girder in the upper right corner.



The objects that look like handcars can drag your Metal Mech across the screen. Flunker down and start shooting the instant they appear.





Many valuable bonuses are found in places too tight for your Metal Mech — you must explore these places on foot.



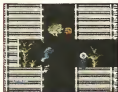
You can't survive the underwater sequence in level four unless you locate this object.

you explore nooks and crannies of the alien worlds.

But whether you're inside the Mech or hoofing it, shoot everything in sight — not only moving targets, but buildings, plants, and rocks as well. When you destroy a target, it may leave behind an icon. Collect as many of these as possible for extra lives and firepower. The most important of these icons are keys that unlock the door to the next level. Without the keys, you can't advance.

*Metal Mech* is an enormous and complex game that might have benefited by having shorter, more numerous levels. But if retracing your steps won't frustrate you, *Metal Mech* delivers everything an arcade game should.

GP



Unfortunately, you can't travel through level six inside your Metal Mech. The whole area is spiral-shaped, so try to negotiate it by continually moving to the left. Instead of fighting your enemies, try to avoid them.

**Jaleco**

310 Era Drive, Northbrook,  
IL 60062



# Monopoly

Lisa M. Bouchey



If you're used to playing banker (and maybe enjoying a little embezzling on the side), you'll be disappointed to learn that the computer is in charge of the high finances in this game.

**N**owadays, it's hard to imagine having to pass a rainy day without the benefits of Nintendo. What did people do before there were videogames to play, anyway? Does anybody remember board games — the rainy-day “Mom, there’s nothing on TV!” way to pass the time?

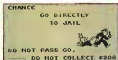
One of the world’s favorite board games has been around for more than 50 years, but even rich Uncle Pennybags has seen the need for expansion. So a board game standard has entered the video game market—and now would-be tycoons and real estate traders can play *Monopoly* on their Nintendo machines instead of on the kitchen table.

The same rules apply to both games — up to eight players can get in on the wheeling and dealing, and each player starts the game with \$1500 in the bank. But the animation in the Nintendo version actually makes this game more fun to play with your friends or family.

The game pieces (or tokens) move across the board as if they were alive — the horse gallops, the dog runs, and there’s a rabbit in the top hat that hops along from square to square. Trains whistle when you land on a railroad, money showers down when



All the game pieces are animated — the dog runs, the horse gallops, and the car wheels along the board. The action adds a new twist to picking your favorite token.



If you're unlucky enough to be sent to jail, you're dragged kicking and screaming to your cell.

you pass GO, and if you're tapped to pay taxes, a cash register zips the cash out of your hand.

Play against a human opponent to get a feel for the game before you take on the players in the computer's rogues' gallery. From self-made mil-





It's a win or lose situation — if you pass GO, the money rains down on top of you.

lionaire Arthur and quick-witted Carmen to trusting Penelope and good-natured Ollie, you can go to bat against high-rollers or little-league traders. But be prepared — if you compete against the computer, you'd better be an ace player no matter who the opposition is. The programmed opponents make decisions so quickly that it's more than difficult to follow what they're doing.

If you find yourself bored with the preliminaries of circling around the board just to amass property holdings, you can cut to the chase with a wheel-and-deal option. It's possible to assign cash and properties on a player-by-player basis and place houses or hotels before the first roll of the dice so you can jump right in the thick of things.

Or you might want to load one of the eight preset games designed for



but if you land on someone else's property, you have to watch the cash register gobble up your hard-earned dough.

four players. Based on the game you select, you can play along with The Big Boys, take stock in Trader's Delight, or cope with a Building Shortage with the cash and properties assigned by the computer.

Even with the options available in this Nintendo game, there are still a few drawbacks — at least for people who played the board game without strictly following the rules. For example, if you land on an unowned piece of real estate, you must either snatch it up or send it to auction. You can't simply bypass the property and make a transaction the second or third time around the board.

And if you're one of those Monopoly fans used to landing on the Free Parking block and taking all the money in the pot collected from Luxury Taxes or fines levied by Com-

munity Chest or Chance cards, you'd better figure out a different way to finance your high-rolling deals — all the money collected from taxes and fines goes directly to the bank. Free Parking is just a spare resting spot.

Leading Parker Brothers' push into the Nintendo market this year, *Monopoly's* entertaining animation and family-favorite status make it a worthy addition to any collection and a great game for all ages.

GP

### Parker Brothers

50 Dunham Road, Beverly,  
MA 01915



# Moon Ranger

Gary Meredith

**A**s you look up at the moon, it's hard to imagine an alien power lying on its surface that could spell the end of life on Earth. But in *Moon Ranger*, it's true. An alien civilization has sent a huge starship to our solar system to mine elements from the planets and moons. The giant Element Converter is now activated, and the machine threatens to devour the moon — and Earth is next on the menu.

What this planet needs is a hero — and you're the pilot who fits the bill. You must find the ship, set a bomb to destroy it, and annihilate all the alien creatures and robots who guard its



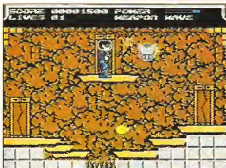
Don't waste your time on space frogs after they've already hatched. Instead, take out the Frog Bubble so the spaceways are free of those pesky green fellows for good.



Once you've survived the aliens' outer defenses, it's time to leave the relative safety of your MRATV for the unknown dangers of the alien asteroid base.

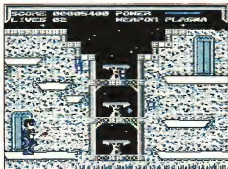


While normally you would grab any health potion flasks you see, you should probably forget about this one, located just inside the base. Getting it costs you more power than the potion itself provides.



Somewhere inside the asteroid base are the four pieces of the Gamana Bomb that you need before you can destroy the Element Converter. The first piece is just down the hall from the first room.

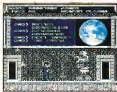




Once inside the main base, it's a good idea to enter every room with your guns blazing. Otherwise, you risk being nailed almost immediately by the defense mechanisms.



The defenses are tougher down on the lunar base — and you may not have the firepower to deal with every danger. When you meet ground forces, it might be wiser to avoid them than to fight.



Your best tactic here is to allow the spinning propeller creatures to come to you instead of going to them. Stay to the left, take out all the small fry, then go after the robot refugee from "Lost in Space."

machinery. The bomb you must use isn't easy to come by, either. Only the Gamma Bomb can destroy a ship this size. This ultimate in explosive devices has only two drawbacks: It has to be assembled from four pieces you must track down inside the base, and you must be at least 100,000 miles away when the bomb goes off if you don't want to be fried to a crisp.

But luckily, you're going into orbit with the latest in Earth technology, the MRATV (Moon Ranger All-Terrain Vehicle). This classy chassis can withstand great punishment, whether it's flying through space or making tracks on the lunar surface. Your Moon Ranger is also equipped with plasma bolts, but more importantly, it can adapt any alien weapons you find so that you can use them.

You'll need those advanced alien weapons, too. Although you wear a body protection suit — which not only dissipates enemy blasts, but also gives you fantastic jumping ability — those weapons supplied by your Moon Ranger mean the difference between life and death once you're inside the alien spaceship.

Moon Ranger's graphics and game play don't break new ground, and it offers little to set it apart from other arcade-action titles. Despite an interesting storyline, this is an arcade game, pure and simple, with no puzzles or problems to solve. Moon Ranger isn't really a bad game, but it could have been a lot better.

GP

#### Bunch Games

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Tustin, CA 92680



# M.U.L.E.

Richard Lashley

For years, the only games available were board games. Most of these played upon one of our most selfish drives — greed. Games such as Monopoly gave us a chance to collect money from opponents whose only misfortune was to land on Boardwalk when we just placed three hotels on it.

But videogames ended the board-game monopoly. Now the pursuit of property and the all-American dollar is available for Nintendo players. In M.U.L.E. from Mindscape, you and up to three other fortune hunters rocket to Irata, a planet ripe for settlement.

In this futuristic land war, you can be one of a variety of alien life forms. Flapper is the most profitable alien, since he begins the game with \$1,600. Humans are the least profitable explorers: They venture out into the Irata landscape with only \$600. The others fall somewhere in between.

To stake your claim on Irata, you must use the land-grant feature in M.U.L.E. to obtain a plot of property. Any pioneer knows that a wise selection of land can mean the difference between life and death. If someone else wants the same plot as you do, the game can become very intense, very fast. During the land grant, a blinking square travels across the screen. Quickly hit the A button to freeze the



Auctions are where your fortunes are made — and lost. If demand is low for your surplus supplies, you won't make much of a profit.

STATUS SUMMARY = J

Player	Life	Energy	Total
Flapper	1500	200	2100
Human	1000	100	1100
Robot	1000	100	1100
Alien	1000	100	1100
Energy	1000	100	1100
Life	1000	100	1100
Total	1000	100	1100
Energy	1000	100	1100
Life	1000	100	1100
Total	1000	100	1100
Energy	1000	100	1100
Life	1000	100	1100
Total	1000	100	1100

Press A to Play



Auctions are followed by status screens showing how you're doing in comparison with your competitors. The person with the largest total net worth wins the game.

Before you can work your land, you must go into town to buy and outfit M.U.L.E.s. This M.U.L.E. is on its way to the farmlands of Irata.

square of land you want — you don't get a second chance.

When you take a look at your plot, you'll see a river winding down its middle and mountains scattered all

around. You can produce three resources from your land: ore, food, and energy. The riverbank supports farming, the flatlands yield energy, and the mountains contain ore.





As your empire grows, you must make more trips to the M.U.L.E. corral. The prices of this mechanized workforce rise and fall with the colony's demands, so when their prices drop — buy, buy, buy.

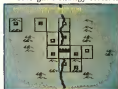
Once you've staked your claim, go into town and buy a M.U.L.E. (Multiple Use Labor Element). This mechanized donkey does all the dirty work for you, but you must visit the appropriate store to outfit him for his designated task before producing a resource.

When you visit town, you should also check out the pub to see if there's any gambling action going on. Although a quick wager is a good way to pick up some easy cash, don't get caught up in gambling fever — there's a time limit on any visit to town, so if you ignore business matters, you'll accomplish nothing in the long run.

After you and the other settlers start producing resources, you start competing in auctions. Be sure to sell only your surplus, and hold out for the highest possible price. But try not

to make enemies — the law of supply and demand can work against you as well as for you.

Your game strategy revolves



Your first land-plots should fall close to the river. After you've built up food and energy stores, you can enter the mining trade in the mountains and start making big bucks.



A large surplus of food can give you a lot of leverage in auctions during a food shortage. Now's your chance to sell your surplus (the amount above the dotted line on your production bar) at high prices.

around reacting to the colony's needs. As you accumulate more land, transfer M.U.L.E.s from one plot to another to vary the resources of each plot (and capitalize on your neighbor's shortages). For example, if there's an energy crisis, you should line up three energy M.U.L.E.s on three adjoining plots — then collect the benefits during the next auction.

M.U.L.E.'s landscape and characters look simple, but the game doesn't require detailed graphics — it entertains the mind, not the eyes. The game proves to be an entertaining lesson in economics as well as geography, and its three levels test your ability to rule (or even survive) a space-age Wild West.

GP

**Mindscape**

(a division of The Software Toolworks)

60 Leveroni Court, Novato, CA 94949



# NES Play Action Football

Brian Carroll



Watch the arrow on the field to see where passes are headed, then make sure your intended receiver is headed that way

It's surprising that *Tecmo Bowl* is still the top football game available for Nintendo (see the list of our picks for the top ten sports games elsewhere in this issue). Released in early 1989, *Tecmo Bowl* has weathered numerous challenges from lesser gridiron games and survives today as the standard by which all newcomers are measured.

The most recent challenge to *Tecmo*'s two-year reign comes from Nintendo's *NES Play Action Football*. Licensed by the National Football League Players' Association, the game features eight pro teams, each consisting of actual players from the 1989-90 season. So if you pick San Francisco,

you have offensive weapons like Joe Montana, Jerry Rice, and Roger Craig at your disposal.

Each player is rated in three categories: energy, speed, and a single skill related to his position on the field. Of the three, energy is the most crucial because a player's performance drops along with his stamina. Although you'll undoubtedly develop favorite plays, the energy factor forces you to keep an eye on your players and to keep the defense guessing, too.

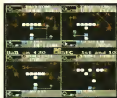
For instance, let's say you're particularly fond of the lead option. Run the play too many times, and your running back begins to move *cooer* *soo slowly* as he runs low on energy.

Your quarterback's energy meter merits the most attention because if he tires, your offense stalls. As a matter of fact, if you don't monitor your



With three screens of offensive plays, you've got quite a range of possibilities. Be sure to alternate plays to keep the defense guessing and your offensive players rested

quarterback's energy — especially after sacks — he might even need a stretcher to make it back to the locker room.



Before you call a play, check your players' energy on the substitution screen. If anyone's meter registers under 50 percent, bench him.





On kickoffs, the force meter at the bottom of the screen determines how hard the ball is kicked.

The trickiest aspect of *Play Action Football*, which can be played by up to four players, is, not surprisingly, the passing game. Because your view of the action is from a 45° angle, and because the ball must be thrown so precisely, your greatest challenge may be figuring out how to complete a pass. To increase your chances of completing a pass, hit the B button on your controller a second time after the ball is thrown. This switches control to your intended receiver. Then a third tap of the B button directs your receiver either to dive or jump for the ball.

FINAL STATISTICS			
SF		20 - 10	WASH
SAN FRANCISCO			WASH
20 / 21	YDS / PASSES	30 / 10	
14	1ST DOWNS	4	
140 YDS	YDS PER PASS	10 YDS	
20 YDS	PASSING YDS	100 YDS	
240 YDS	TOTAL	170 YDS	
1	TURNOVERS	0	

At the end of each quarter, you receive a statistical report card to help plan your next strategic moves.



Since your linemen can completely immobilize defensive players, use your blocks on running plays. Linemen never get called for holding.

The somewhat simplistic game play weighs heavily in favor of the offense. On the other side of the ball, you'll find it difficult to shake blocks, catch up with speedy running backs and wide-outs, pick off passes, and tackle the ball-carrier. This quirk makes long gains unusually common.

You might find the 45°-angle viewpoint a bit disconcerting. When you press up on your controller, you're really aiming northeast; press down and you're aiming southwest. And there are no "away" jerseys used in the game. If red-clad Washington is playing the burgundy and gold of San Francisco, for example, you're going

to have a problem figuring out who your teammates are.

*Play Action Football* does an adequate job portraying the game of football — which is a claim few titles can legitimately make. That in itself makes it a game pigskin fans should consider. But in the long run, *Play Action Football* just isn't good enough to knock *Tecmo Bowl* out of first place.

GP

Nintendo of America

P.O. Box 997, Redmond, WA  
98073-0997



# Ninja Crusaders

Stephen Poole

**T**he assault on Earth was as successful as it was fierce. The invaders — who called themselves the Inimicus — easily destroyed Earth's defenses in the first wave of the attack. All cities were leveled and humanity crushed except for a tiny and elusive group of ninja who refused to consent to the Inimicus' demands for unconditional surrender.

The Kawaninjan clan, hiding deep within a mountain, came up with a bold plan to strike a fatal blow at the intruders. Two of their most daring and stealthy warriors would be sent to penetrate the enemy's defenses, with the ultimate goal of destroying the Inimicus' headquarters.

You begin *Ninja Crusaders* in the shattered ruins of a city, and from there you must make your way through a variety of locales in order to reach the Inimicus' inner lair. Each area is heavily guarded, and it seems as though it would be impossible for only two men to fight their way through the alien hordes.

But the Kawaninjan are masters of stealth and combat, and you have perfected your skills with four weapons: shuriken, chain and sickle, bo, and katana sword. Though at the start of the game you're equipped only with shuriken, as you progress you can



Avoid the dangers in the city by grabbing the first bo icon you see and transforming into a hawk.



For underwater travel and combat, the scorpion can't be beat. He moves incredibly fast, and if you stay on the bottom whenever possible, enemy shots pass harmlessly above you.



change weapons by grabbing special icons scattered throughout each level.

Choosing the right weapon is crucial to your success. It takes several hits with the chain and sickle or the shuriken to kill many of the robots the Inimicus have stationed on Earth, but you can stand at a safe distance as you attack. The bo and katana are deadly, but you have to move in very close to use them — and just one touch from an Inimicus is fatal.

There's another reason why you should be careful when selecting your weapon. As a Kawari, you have the



The dragon is the mightiest creature of all — but be careful. You quickly return to your normal state, so do as much damage and gain as much ground as you can while you're transformed.



timing is the key to victory against the bosses. Strike the Stage 1 boss while he's in the middle of the screen, then retreat to the far left. Don't advance as soon as he backs away — he fires one last shot as he retreats.



The Inimicus has stolen and rusted Earth's aquatic life to stop you. Then again, what did you expect in a place called the Lake of Chaos?

ability to change into one of four animals — tiger, scorpion, hawk, or dragon — depending on the weapon you're carrying. So when picking a weapon, think about the terrain as well as the number and kind of enemies you'll face in each level.

The tiger (shuriken) has incredible leaping abilities and is excellent in levels where you must jump over walls or holes. The scorpion (chain and sickle) moves slowly on land but is perfect for underwater combat. The hawk (bo) can't attack, but it can soar above danger in outdoor scenes, and the dragon (katana) is the deadliest animal of all, since it not only can fly, but can also shoot fireballs. Unfortunately, you can only remain a dragon for a short time before turning back into a Kawari.

Weapon selection is important for one more reason — maybe the most important of all. When you pick up a weapon icon for the weapon you're already carrying, you earn a free life. In some stages, you can die over and

over again at a trouble spot, but your number of lives won't go down as long as you remember to grab the right icon along the way.

Ninja Crossers is a fairly difficult game, so be aware of its challenges. For example, if you go backward against the scroll, enemies you've already killed reappear. And if you lose a life in the middle of a level, you have to start all over from the beginning of the stage. You may wind up making silly mistakes just because you're bored with the familiar terrain.

Ninja Crossers offers nothing new in graphics or game play. If you're more interested in strategy than looks, though, Ninja Crossers may be just what you're looking for.

GP

#### American Sammy

2421 205th Street, Suite D-104  
Torrance, CA 90501



# Orb 3-D

Richard Lashley

**A** massive black hole is forming at the edge of our galaxy — and it's not an ordinary stellar phenomenon. Krohn, a space wizard, has used his evil magic to twist nature into his own ominous weapon. Entire solar systems are being swallowed by the black hole, and panic has spread throughout the galaxy like wildfire.

As an Explorer First Class, your assignment in Orb 3-D is to stop Krohn's diabolic plans of galactic domination. But Krohn isn't going to make it easy for you. You must maneuver your Millennium Orb hi-tech



On the way to Vern's Orb-A-Ram, the Cheshire Cat might cross your path. He may not be a black cat, but he can still bring you plenty of bad luck. To defeat him, you must punch out both his eyes — and each dive has to count if your fuel level is low.

fighter through 30 puzzle-like stages inside the swirling black hole. Only then will you face Krohn himself.

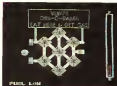
The Orb's controls are easy to master. Simply press the A button on your controller to dive at targets. However, moving vertically on the screen is a bit more challenging. You must press up or down on the directional pad of your controller to position the two force-field pads that bounce your ship across the screen. Targets are cleared from each screen by hitting them with your Orb ship.

The real challenge isn't bouncing across the black hole — it's solving the puzzle of each stage, since the targets in the different levels react differently to your attacks. Sometimes objects disappear when they're struck from the top, while others are vulnerable from underneath.

To use the 3-D feature to its best advantage, darken the game room while wearing the glasses included with the game. But you might not find



You need plenty of energy to complete stage four since each worm has to be hit twice. The first hit transforms the worm into a cocoon, and the second changes the cocoon into a butterfly.



If you don't have any credit when you arrive at Vern's, punch the dollar icon to open the fuel portals. But if your credit is overextended, you'll leave empty-handed.



that the 3-D effect makes it worthwhile. Only when the Orb circles back into the screen can a hint of the three-dimensional effect be felt. Happily, you can play without the glasses with no loss of game play.

Stage four is one of the most entertaining screens — with or without 3-D glasses. Throughout this stage you're challenged by space worms. And these aren't just any space worms that splatter across your windshield when you hit them. These worms transform into cocoons when hit once, then into butterflies that flutter away when you hit them again. It's a pleasant twist to an arcade game when you're called upon to create instead of destroy.

Unfortunately, all the screens in Orb 3-D aren't as entertaining as stage four. Sometimes you'll think you're



You'd better sharpen your pod-shark shots for stage nine. Knock out each ball as it begins spinning, and after all the balls have been dropped, sink the eightball to win.



Stage eight tests your aim — it has to be exact here. The object of this stage is to punch out an entire row of dots. When you hit a dot, it turns red. If you land on the same dot twice, you'll lose the dot and have to hit it again. Bad aim can make this a frustrating stage.

bouncing through endless screens of whirling balls and flashing dice with your eyes growing weary and your Orb's fuel running low. Most of the strategy in Orb 3-D, as a matter of fact, is determining when to fuel up.

Anytime your fuel gauge goes below half a tank, press the B button on your controller to visit Vern's Orb-A-Rama. If your tanks aren't completely dry it doesn't take much credit to fill up, but the more times you need fuel in one level, the more you risk a battle with the Cheshire cat (3).

Although Orb 3-D is entertaining for the first few levels, you might find that the novelty wears off after several repetitive screens of twirling objects.

GP



Skulls are only vulnerable when spinning through stage ten. Steady hands on the Millennium Orb's controls are crucial here.

### Hi Tech Expressions

584 Broadway, New York, NY 10012



# The Punisher

Phil Powell

**T**he Punisher doesn't hang around and talk to reporters. As soon as he's exterminated all the criminals in an area, he moves on. You see, The Punisher doesn't waste time — and he doesn't take any sass. He knows that the shortest distance between the two sides of the law is a straight line of gunfire.

Frank Castle is The Punisher, the self-appointed Rambo of the streets. His never-ending mission takes him all over the world, wherever the dark stain of evil needs scrubbing. He possesses no super powers and answers to no authority other than his own conscience. He takes an eye for an eye and gives back bullet for bullet.

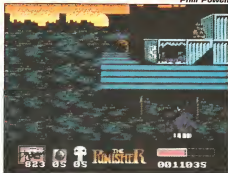
This lone vigilante got his combat training the hard way, in the jungles of Vietnam. That's where he learned to shoot — and make every shot count. He's no stranger to the horrors of urban warfare, either, having cut his teeth as a detective.

But Castle's thirst for vengeance wasn't born until a single tragic moment. The Castle family was enjoying a picnic in the park when a mob hit went down. Bystanders were blasted by stray machine-gun fire — and Castle's wife and children were among the innocent victims. The senseless killings threw a switch in Castle's head

and changed him forever. He became The Punisher and swore to repay criminals with a devastation all his own.

Now, in what can only be called fair play, Frank Castle steals from the thieves, using their dirty money to finance his one-man war machine. It takes a lot of cash to buy his supply of assault rifles, hand grenades, and rocket launchers. Face it — he's a bad dude — and he doesn't scruple on the basics.

The Punisher harkens back to the ancient arcade days when shooting-gallery marksmen hunkered over mounted rifles and machine guns. The game scrolls from left to right over a variety of locales, all set in some of New York City's most un-seenic areas. Your object is to position The Pun-



ishier, aim his weapons, and eliminate all those who stand against you. If you progress in your mission, you get



IN THE FUTURE, you'll need to go into the web-level crime bosses before you can reach the Final Boss, whose room is at the end of the game.

ishier, aim his weapons, and eliminate all those who stand against you. If you progress in your mission, you get





Crash down and see to go. The Punisher's work is never done.



In these days, you can really clean up on medical ideas. There's a clip of extra shells waiting for you at the top of the screen.

closer to the henchman responsible for the death of your family.

This kingpin controls all the crime in New York. That's a big job, but he's a pretty big guy. Worse yet, he's insulated from do-gooders like you by

his five lieutenants. Before you can extract your pound of justice from the kingpin, you've got to lay these lesser thugs to waste.

It would be highly foolish to expect any of these goons to roll over and die. Each of the kingpin's underlings specializes in a different set of battle skills and operates from within some type of protective armor or vehicle. Your work is definitely cut out for you.

One final warning: Don't wait for any help from the local police—they don't like The Punisher. He's a threat to their careful, deliberate, and painfully slow methods. In fact, he boldly defies their entire system of investigating, trying, and locking up criminals. The Punisher cuts out the middlemen and does out justice on the spot. Some people cheer him, while others curse him. But it's up to you to help him.

GP



Here you don't have to worry about going in the streets. The kingpin—and his four underlings—gaming, the kingpin— is your only friend.



Sign the kingpin's name. One of the five lesser bosses you must also. He's powerful and clever—and he can help you in the face of an enemy.

LJN

1 Spring Street, Oyster Bay, NY, 11771



# RollerGames

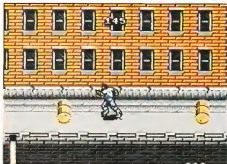
Brian Carroll

If you approach *RollerGames* anxiously flexing your mental muscles in preparation for an intense intellectual workout, you're in for a disappointment. But if what you're looking for is challenge, intensity, and plenty of action, this game is worth a try. Like the makers of good cops-and-robbers movies, the people at Ultra know that the chase is as much fun as the final conquest.

The chase in *RollerGames* takes place in six different locales: downtown "Anytown," two freeways, an automobile processing plant, a jungle river region, and enemy headquarters. Each stage is comprised of varying numbers of areas and, while two of the stages scroll automatically (forcing you to skate to the right), the remaining four stages scroll normally, allowing you to move in eight different directions.

The task at hand in *RollerGames* is a familiar one. By using your expert roller-skating skills, you must get past the agents of a underworld organization called V.I.P.E.R. (Vicious International Punks and Eternal Renegades) and rescue the commissioner of your troubled roller derby federation.

This flimsy storyline raises the ante for the mission by asking you to believe that the most popular sport in the 21st century will be roller derby. Buy that, and you've accomplished a



You must skate over or around the various obstacles scattered throughout the game.

mental leap as daring as any jump required to beat the game.

But criticizing a Nintendo game for having a weak plot is like attacking a politician for going back on a campaign promise. After all, it's the action that is most important in an arcade game. And *RollerGames* has plenty of action for skaters and fighters alike.



Before you get a crack at the stage boss, you must punch out the band of V.I.P.E.R. hoodlums waiting for you at the end of each stage.

Two different types of scrolling in *RollerGames* serves to spice up the otherwise straight-ahead action. When the game scrolls automatically, your main objective should switch from obliterating enemy skaters to maneuvering over and around the obstacles that fly across the screen.

Luckily, you can wage battle with



The time to attack Lucy Ferball is when she tires—which, considering the energy she expends racing back and forth, is fairly often.





Stages two and four scroll automatically. You must maneuver around obstacles at the game's speed instead of your own.

any of three skaters, each with his or her own area of expertise. (For instance, Rolling Thunder, a skater on the "Hot Flash" team, boasts a spinning jump-kick.) It's up to you to decide who skates when, depending on the type of skills you need in the different areas.

The picture painted by *RollerGames*' 21st-century scenery is rather bleak. Among the obstacles you must avoid are "Valdez Jr.," an oil spill sure to irk the folks at Exxon, and "Raden Sludge Juice," which gushes dangerously out of the sewer pipes in



Among the many V.I.P.E.R. agents sent to you is this "Combat Copster," which showers you with explosives.

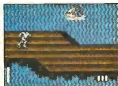


Steer clear of these oil spills in stage three's punkyard.

stage five. Believe us when we say that these are substances you don't want to get your ball bearings stuck in.

Roller derby is a colorful, physical contest played out between gladiators on skates. *RollerGames* takes this pseudo-sport and unleashes it on the streets of a future world whose destiny rests in your hands.

GP



Nail the jet skiers when they attempt to skip across the dock.

**Ultra**

900 Deerfield Parkway, Buffalo Grove, IL 60088-4510



The "Muck Truck" is your greatest challenge on stage four's Regional Freeway.



# Streetfighter 2010 —

Stephen Poole

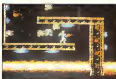
It's not often that you meet someone who's a kung fu expert, world champion street fighter, and ground-breaking scientist all rolled into one. But Ken, the hero of Capcom's *Streetfighter 2010 — The Final Fight*, fits that description to a "T."

After defeating all the world's greatest street fighters, Ken turned his attention to academics. Working in the field of "Cybotics" (Cybernetic Robotics, perhaps?), Ken and his best friend Troy perfected a substance called "Cyboplasm" that could make a person several times stronger than normal. This discovery would be exciting at any time, but it came at a very crucial point in time. Mankind was beginning to travel to new worlds, where such an increase in strength could mean the difference between life and death.

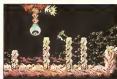
Although Ken had no desire to travel to new worlds, he was happy that his formula could be used to explore the frontiers of space—until the formula for Cyboplasm was stolen and Troy murdered. All the evidence indicated that Troy's murderer had fled into outer space, and Ken knew what awful consequences Cyboplasm would have if it fell into the hands of someone evil. His only choice is to travel to the new worlds, use the



These limbs act as a diving board, and you can use them to evade the hunter drones. Your main goal here is to simply stay alive long enough for your transportation to arrive.



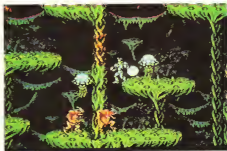
When you come to this wall on the first planet, concentrate on destroying the pods and climbing on top of the beam above you. The horizontally scrolling screen will crush you against the wall if you stay where you are.



A hanging eyeball releases corrosive droplets that form stalagmites on the floor of this cave. Avoid the droplets, then climb the stalagmites to put the eyeball in your lethal range.



# The Final Fight



On the fourth planet you visit, you run into double trouble when these lizard men and jellyfish attack. Drop down until you reach the water, then zap them as they emerge.



Although this floating serpent can be deadly, he's also rather fragile — his body breaks whenever you unleash a blow. Watch out, however, because his head can live (and attack) all by itself.

Cytoplasm serum himself, and find the person responsible for the evil deeds.

From its title, you'd probably expect *Streetfighter 2010* to be another furious martial arts exercise, and for the most part you'd be right. The game

places a premium on fast reflexes and good timing. Your primary weapons are your feet and hands, and you must battle your way through a seemingly endless supply of enemies.

But a couple of things set *Streetfighter* apart from the usual punch-and-kick game. The game uses regulated horizontally and vertically scrolling screens (if you don't keep up with the scroll, it's curtains for Ken), in addition to several areas where Ken can look for enemies by moving vertically and horizontally at his own speed. And because your quarry has fled to outer space, your main rivals are repulsive (and persistent) alien life forms instead of the henchmen and villains found in most kung fu games.

When Ken begins each life, his punches and kicks have a very short range. You won't get very far unless you search for power-ups to increase this range because getting close to any enemy almost certainly means taking



You must hitch a ride on this jellyfish to reach the shaft above. Don't worry — he won't attack until you've kept to the walls of the shaft.

a hit. But after just a few power-ups Ken's lethal range increases quite a bit — in fact, it begins to look as though Ken is firing a weapon when he unleashes his blows.

The game has unlimited continuues, and for good reason. Capcom recommends *Streetfighter 2010* for advanced players, but even that group will probably have its hands full. In fact, you might be surprised at how tough it is just to get past the first enemy!

The storyline is odd — how many kung fu masters are scientists? — but that's nothing new in videogames. The graphics, while not incredible, do give a good sense of the outer worlds. And the high degree of responsiveness makes controlling your character a real joy. If you like arcade-style games with plenty of action and challenge, you won't be disappointed with *Streetfighter 2010*.

GP

**Capcom**  
3303 Scott Boulevard, Santa  
Clara, CA 95054



Jeff Lundrigan

**C**alifornia: sunny days, sandy beaches, great surfing, perfect skateboarding — and mutant monsters from the deep. In *Totally Rad*, the Golden State is under attack from Edogy, a totally evil and really gross-looking dude from somewhere beneath Earth's crust. Edogy has kidnapped the smartest man in the state and his daughter, Allison, to help him plan an invasion of California.

But Jake, Allison's boyfriend, isn't the type to stand by while his home and his girl are in jeopardy. Luckily, Jake once met an old man, Zebediah, who happened to be a top-notch magician. And when the two became pals, Zebediah taught Jake all his magic tricks. Now Jake can change



If you change into an eagle, you can fly under the bug top — just make sure you stay away from the death balloons.

into a lion, eagle, or fish — and unleash his destructive powers of fire, water, wind, and stone. Maybe Edogy should have tried to invade Florida!

After some last-minute lessons from Zebediah, you, as Jake, take off after the mutants, hot on their trail and ready to pound anything that tries to stop you. Since you have a limited magical power, take time for some strategic planning to decide when to use your wizardry. There are five levels in the game, each with two or three stages. While you start each new level with maximum life and magic, you don't always regain the points as you enter internal stages — so you'd better make each point count.

But if you take care of your magic, your magic will take care of you. You've got some powerful spells —



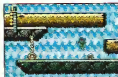
You can kill the big bees if you wait until they're on the far side of the screen, then jump up and shoot them. They're really unpredictable though, so watch out.



You must shoot the copter's legs out from under him before you can reach his eyes. Jump over his shots — and don't forget to use life-up spells when your energy gets low.

especially the elemental spells, which damage or destroy every enemy on-screen (and are a lot of fun to watch, too). Though it might be amusing to





Since these saucers run you down if you get too close, jump out a little when you're dropping from platform to platform, then jump again when you hit the ground to let the saucers slide right by.

conjure up a stone spell to cause an avalanche, you need to show some restraint—you won't get very far by calling up elemental spells every few minutes. Jake has a super shot, which is just as powerful as an elemental spell and a lot more practical when fighting one or two mutants.

Something else to keep in mind is that if you transform into an eagle, fish, or lion, you can't use any other spells, even the vital life-up spell, which gives you an energy boost. If you're low on energy, you must change back into Jake, cast a life-up spell, then transform again—pretty tricky when you're fighting killer pizza vendors or flying pigs.

Sometimes when you're merely low on energy, it's wiser to cast a life half-up spell then waiting until you're almost dead to throw a life-up spell. Not only is it a lot cheaper per point of energy you gain, but you're also less likely to die if you take an unexpected deadly blow during a fight. Since you have limited continues, you just don't



Naufkill has a bad habit of charging at you. Keep jumping and shooting, and cast a damage shield spell when he charges. Then you're able to get right in his fishy face and let him have it.



This guard robot is easy to beat—as long as you leave his eye alone. Jump his shots until he fires his eye, then run back and forth to dodge it while blasting his body with super shots.

want to risk losing any progress you've made.

The long and short of it is that you're not going to beat *Totally Rad!* in

one afternoon. Experiment to discover the most efficient method of completing a stage, and try to save as many magic points as possible for your encounters with the bosses. This isn't strictly a skateboarding action game—you're going to spend as much time developing tactics as you are blasting creatures.

But it's the mix of action and strategy that makes *Totally Rad!* a most triumphant game. It's got nasty-looking bad guys and tons of scheming—a cool challenge with a low frustration factor.

**GP**

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# Touchdown Fever

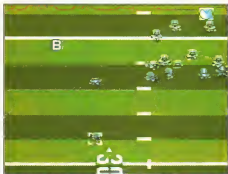
Brian Carroll

**O**ne reason there are so few quality football simulations on the market might be because they're so difficult to design. It doesn't seem to matter what machines they're made for — arcade, 8-bit, or 16-bit — most are two-bit games at best.

Certainly sophistication and realism can be achieved, for *Montana Football*, *John Madden Football*, and *Tecmo Bowl* are all great examples of this. And looking at these games makes it tough to figure out exactly what the folks at SNK were thinking when they developed *Touchdown Fever*. The company that produced award-winning titles such as *Crystallis* and *Baseball Stars* has created a gridiron game that should never have made it out of the locker room.

With only four basic plays on offense and no play selection on defense, *Touchdown Fever* demonstrates by its serious omissions just how sophisticated football really is. In fact, this game uses the term "football" rather loosely. It may look like football, but then *Astroturf* looks like real grass, too.

The only people who might find *Touchdown Fever* fun are either those entirely new to football or entirely new to Nintendo. To play it — much less to win — you don't have to know



Before passing, make sure there are no defenders in the vicinity of your receiver. It's better to get sacked for -lose than to turn over the ball.

how to play football. You don't even need to read the instruction manual. Just plug it in and play.

The game is so underwhelming that you'll probably end up taking risks just to speed up the action. For example, it's possible to march down the field

often — and with some rapidity — without ever passing the football. As a matter of fact, rushing the ball is a recommended strategy because it's so easy to throw an interception. But you can throw passes, if only to avoid falling asleep over your controller.



You have two receivers on pass plays. The A or B button identifies the player you want to catch the pass.



Your blockers form a wedge for you on kickoff returns, so make sure you don't outrun them. You need their protection.





On running plays like this one, use your blockers to get around the corner, then dart down the field.

There simply isn't much enjoyment in running the ball a dozen times to score. Unless you've got Herschel Walker, Barry Sanders, or "Rocket" Ragnib Ismail on your team, it's a lot like watching your fingernails grow. And unfortunately, *Touchdown Fever* doesn't have any players like these. In fact, it doesn't have any players at all.

The characters in the game are presented graphically as X's and O's or A's and B's, each moving according to programmed patterns. Though the game's teams represent NFL cities, the teams aren't meant to represent their real-world counterparts, either in appearance or action.

*Touchdown Fever* is almost a throwback to Nintendo's neanderthal days of flickering graphics, no-nonsense action, and difficult-to-distinguish characters. If a videogame's success depends on technical and creative breakthroughs, this game is likely to gather dust.

If you're a big football fan or an avid Nintendo gamer, *Touchdown Fever* will probably be a big disappointment. However, if you're a rookie looking for an introductory sports

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Compete in either single exhibition games or the championship tournament.



After touchdowns, you can either kick the ball through the goal posts for an eight-point or try for the two-point conversion.

game that doesn't require practice or wading through instruction manuals and play books, there could be no simpler game. You make the call.

GP

SNK

246 Sobrato Way, Sunnyvale,  
CA 94086



# War on Wheels

**D**

espite rules that almost no one understands, roller derby continues to attract huge audiences. The matches are like big, fast, circular wrestling matches — spectacles of speed, violence, and exaggerated aggression, where the fans sometimes get as involved as the players.

Jaleco's *War on Wheels* is an ambitious and detailed simulation of roller derby's action. You choose a team, pick your lineup, then start slamming and jamming through a 35-game season against seven other highly antagonistic teams. The championship goes to the team that survives the bruising best-of-five semifinals and the climactic playoff series. A password feature lets you interrupt seasonal play and resume it at your convenience.

You have a lot of control over your skaters on the track (and over the fans who get involved in fights — which happens fairly often). Skaters can grab an opponent, spin him or her around — yes, it's a co-ed sport — then fling the opponent off in the wrong direction. Fans and players alike can punch, elbow, block, and kick. They can also perform such rude maneuvers as the torso slam, the leg grab, and the eye gouge!

Some of these maneuvers require rather complicated actions with the

William R. Trotter



*War on Wheels* portrays the frenzy of a real roller-derby game.



When more than two figures are on-screen at once, you can expect some flickering.



Choose a team, pick your lineup, and play a complete 35-game season.





The fans' behavior is accurately depicted. Fortunately, you can control your team's fans as well as the skaters.

control pad, so many players might have to devote some practice time to mastering the various moves. There are, in fact, two complete sets of controls — one for skaters on the track, and another for brawling fans or skaters. It's important to win these fights. Fan-vs-fan battles break out spontaneously, and if you can win, the opposing team's fans stop throwing their garbage on the track for at least one round.

Garbage is only one type of obstacle your skaters must handle. They must also learn to jump over humps, ruts, and grates.



Watch out for garbage thrown onto the track! It can cause serious problems for your skaters.

For the most part, *War on Wheels* features good graphics, although when more than two animated figures are on-screen, there's that flicker so prevalent in NES action games. Sound effects are varied and most appropriate for the bone-crushing action.

Game players who aren't roller-derby fans will probably not want to bother learning all the controls. But fans of the skate-or-die sport should enthusiastically welcome *War on Wheels*. The simulation captures the energy and mayhem of its real-life counterpart.

GP



Learning to fight is as important as learning to skate. Practice with the complex controls before the going gets too tough.

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